

Video Game Tricks • Codes • Strategies • Previews

Over
2000
Cheats
Inside!

EXPERT GAMER

Superhero Filter Superhero Filter

Massive Blowout!
Maps, Secrets
and More!

WWF
SMACKDOWN

Moves, Secrets and Flying Elbows
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fear effect

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EXPERT GAMER



NEW TRICKS!

Crazy Taxi
Crash Team Racing
Tony Hawk's Pro Skater
Tomorrow Never Dies
Knockout Kings 2000
V8: Second Offense
Medal of Honor
DC Soul Reaver
NBA Showtime
Tarzan
Xena
and More!

HOT STRATEGIES!
NASCAR Rumble
Galerians
Bionic Commando
Dragon Warrior Monsters

X G 70



ILLUSTRATION BY ALEX GARNER
FOR IDEA + DESIGN WORKS

NEW PREVIEWS! Resident Evil Code: Veronica, Tony Hawk's Pro Skater, Perfect Dark!

Take a deep breath and read carefully:

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DEAD OR ALIVE 2™



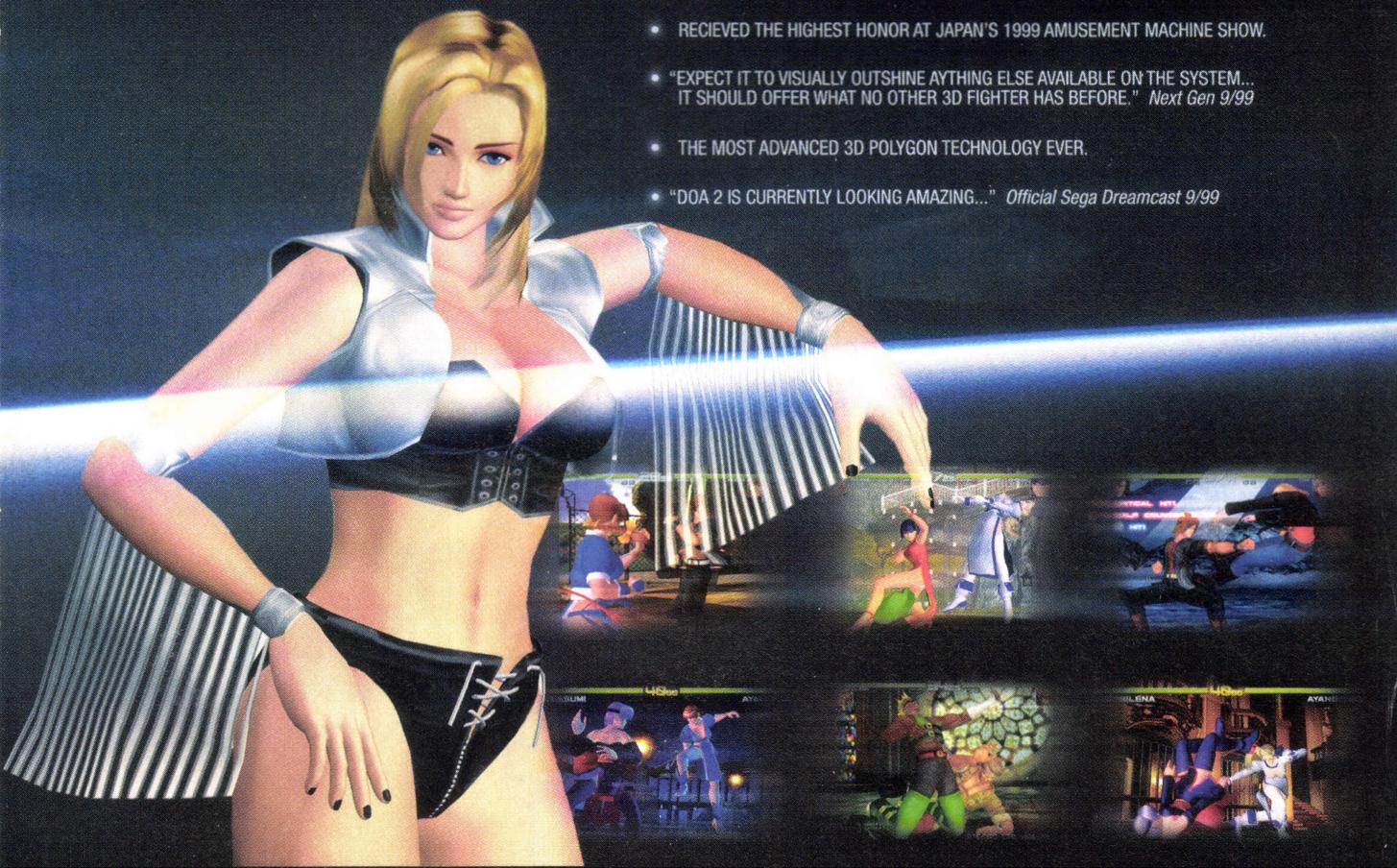
Sega Dreamcast.

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Inside XG

MEET THE STAFF

John Ricciardi

john_ricciardi@zd.com



The long wait is over—Ricciardi finally finished **Resident Evil**

Code: Veronica. He says it's the best RE game yet, which may have something to do with why it's going to be our feature strategy next month. In other news, the big guy is stepping down as Editor in Chief at the close of this issue.

Editor in Chief
He's heading out to California as the first part of a two-step process that leads to his ultimate goal: living in Japan. Can't blame the guy for following his dreams...Good luck, John!

■ **Favorite Sauce:** G-Virus

■ **Current Favorites:** NHL 2K, Resident Evil
Code: Veronica, Vagrant Story, DWM

Dan Leahy

dan_leahy@zd.com



After digging out from a vacation's worth of paperwork, Dan made it a point to get familiar with **NHL 2K**. Leahy's only problem with the game is that Zuniga seems to be chip off the ol' ice block when it comes to winning. And nobody pulls out more fist-pumping, taunting, egomaniacal antics than "Zoogs." [They're both a couple

Managing Editor
pucks short of a picnic if you ask us.] In other news, Leahy found time to contribute a nice **Hot Shots 2** strategy for this issue. Fore!

■ **Favorite Sauce:** Tabasco

■ **Current Favorites:** NHL 2K, Hot Shots
Golf 2, Madden NFL 2000, Mario Party 2

Andy Baran

andy_baran@zd.com



Andy's love of anime mecha has been rekindled with a hefty helping of **Gundam** games. Andy dreams of the day when he will pilot an advanced Mobile Suit against the Zion forces. To further slake his thirst for action, he's been tuning up his reflexes with **ChuChu Rocket** and **Bionic Commander: Elite Forces**.

Associate Editor
Soon the world shall be his, or at least his wife's. April 2 is rapidly approaching. It is the day that his adventurous single life ends...

■ **Favorite Sauce:** Blood (non-coagulated)
■ **Current Favorites:** LoK: Soul Reaver (DC),
Gundam Side Story, F-91 Gundam (SFC)

ART GUYS

Tim Blum

tim.blum@zd.com



Bear Hugger

Tim Davis

tim_davis@zd.com



Layout & Design

Dave Malec

dave_malec@zd.com



Layout & Design

Carey Wise

carey_wise@zd.com



Layout & Design

THE WORD GUY

Justyn Harkin

justyn_harkin@zd.com



Copy Editor

Jim Mazurek

jim_mazurek@zd.com



Jim was treated to a feast of visual splendor this month when he took a lil' trip out to Nintendo in Seattle. He's ecstatic that he finally got a chance to sit down and play the game that he's been waiting almost two years for, **Perfect**

Dark. Spending some quality time with the game hasn't hurt his opinion much—we were bombarded with a plethora of gameplay details upon his return. Jim's so confident of its quality, in fact, that he's already saying "Game of the Year."

■ **Favorite Sauce:** "Special" Sauce

■ **Current Favorites:** Perfect Dark, Syphon
Filter 2, Worms Armageddon

Todd Zuniga

todd_zuniga@zd.com



After a slow month, Todd is back on track with an XG double: **Fear Effect** and **WWF SmackDown!**.

No one's sure when he had time to play either of the games, though, considering his new **NHL 2K** addiction. All of it came to a head when he showed up decked-out in full hockey garb—skates included—and asked people to stand still so he could check them into the wall. He's calmed down, but lives could be threatened if he ever loses a game, which he claims isn't likely.

■ **Favorite Sauce:** Maple Syrup

■ **Current Favorites:** NHL 2K, Fear Effect,
WWF SmackDown!, Tony Hawk's Pro Skater

Greg Sewart

greg_sewart@zd.com



Upon hearing of Greg's shameful 4-1 loss to Todd "Fluke Goal" Zuniga in Sega's **NHL 2K**, Canada called and told him not to bother ever coming home. In the meantime, Greg got to be "previews boy" this month and managed to find the time to put together a quick survival guide for Electronic Arts' **NASCAR Rumble**.

The next big racer Greg has his sites set on is the upcoming **Sega GT** for Dreamcast. The boy can't seem to get enough of driving in circles.

■ **Favorite Sauce:** Kahlua

■ **Current Favorites:** NHL 2K, NASCAR
Rumble, Gran Turismo 2, Speed Devils

EXPERT GAMER

APRIL 2000

NUMBER 70

EDITORIAL

Publisher

Editorial Director

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Assistant Editors

Contributing Editors

Going, Going, Gone

Tricks Editor

West Coast Editor

Copy Editor

Dale Strang

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Creative Director

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Layout and Design

Michael Stassus

Tim Blum

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CIRCULATION

Circulation Director

Circulation Director

Sr. Newsstand Sales Manager

Subscription Service Number

Subscription Service Web Site

Joan McInerney

Shirley Viel

Don Galen

303-665-8930

<http://service.expertgamer.com>

ZD GAME GROUP

Business Director

Advertising Inquiries Contact:

Cathy Bendoff

ZD Game Group

50 Beale Street, 12th floor

San Francisco, CA 94105

Telephone: (415) 547-8783

Fax: (415) 547-8777

Suzie Reider

Telephone: (415) 357-4915

Group Associate Publisher

ADVERTISING SALES

National Sales Manager,

Northwest

Account Executive,

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Account Executive, Southwest,

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District Sales Manager,

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Senior Marketing Manager

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Advertising Coordinator

Anthony George

Telephone: (415) 547-8774

Mary Gray

Telephone: (415) 547-8782

Karen Landon

Telephone: (708) 942-6277

Linda Philippi

Telephone: (415) 547-8781

Marc Callison

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Rey Ledda

Telephone: (415) 547-8775

Tipler Ubbelohde

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Dennis Fitzgerald

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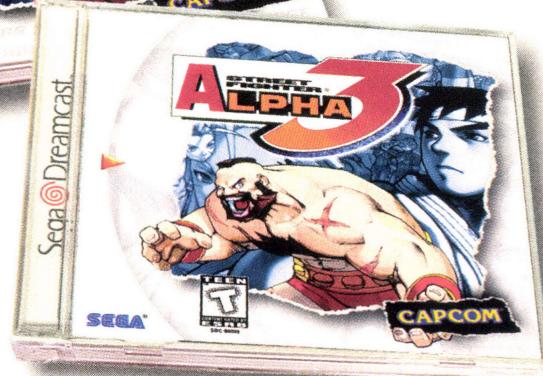
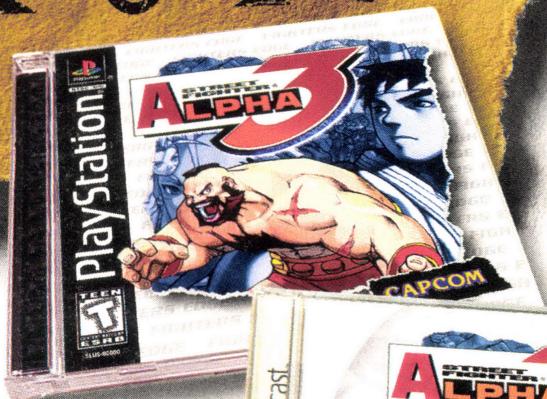
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68 Syphon Filter 2

Gabe's back at it in the sequel to one of last year's best games. We'll make sure you don't spare a bullet on your way to saving mankind.

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EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

80 Fear Effect

This high-intensity thriller from Eidos is sure to turn some heads. Get all the puzzle answers here.

86 Hot Shots Golf 2

Secret characters, secret clubs, secret balls...you get the idea here.

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THQ's top-notch 'rassler gets the XG treatment, complete with an appearance from Whiskey Marc.

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Pill-popping and mind-bending attacks are staples of gameplay in this Crave thriller.

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110 Bionic Commando: Elite Forces

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THOUSANDS OF SECRETS, TRICKS, AND CODES FOR ALL PLATFORMS

20 22 New Games This Month

Cool Boarders 4, Crash Team Racing, Crazy Taxi, Fighting Force 2, Godzilla: The Series, Knockout Kings 2000, Legacy of Kain: Soul Reaver, Marvel vs. Capcom, Medal of Honor, Monopoly, NBA Showtime, Paperboy, Prince of Persia, Rainbow Six, The Smurfs' Nightmare, Supercross 2000, Tarzan, Tony Hawk's Pro Skater, Tomorrow Never Dies, Vigilante 8: Second Offense, V-Rally Edition 99, Xena Warrior Princess: Talisman of Fire

Coming Soon

FRESH AND HOT—JUST LIKE WENDY'S

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Resident Evil Code: Veronica (DC), Tony Hawk's Pro Skater (DC), Dead or Alive 2 (DC), Turok 3 (N64), Perfect Dark (N64), Front Mission 3 (PS), Tomb Raider (GBC), and more!

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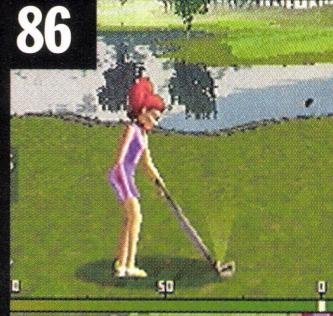
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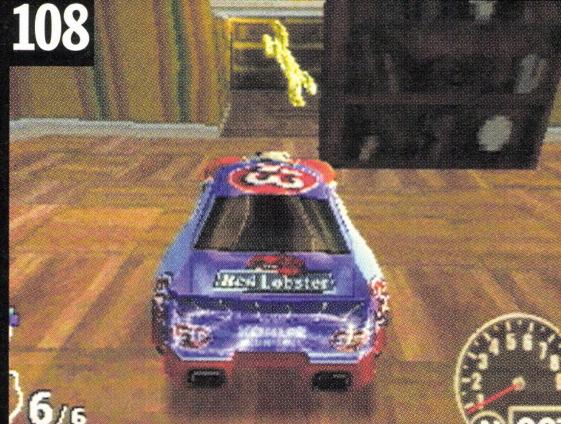
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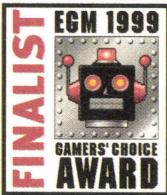
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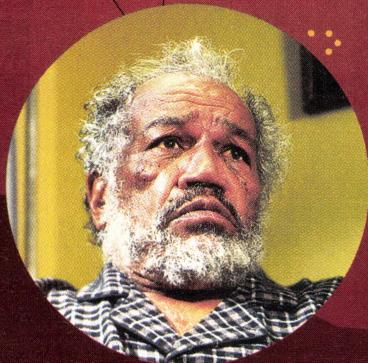
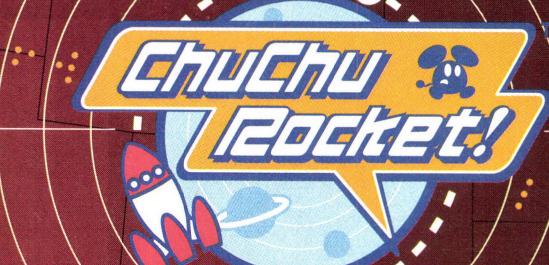
YOUR FELLOW AMERICANS.

Point of Origin **Eugene, Oregon**Screen Name: **Cap'nCarnage**

"I stuck a cat in your rocket, you backass Tuscaloosa cracker. He's in there chewing your mice. But you probably eat mice yourself when you run out of possum, you monster truck-loving, buck-toothed hillbilly. And you other two mentally challenged dopes: hang up, I won."

Player-1/[0.01]

Time Remaining: 00:00:00

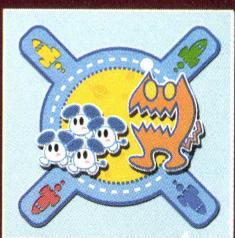
Point of Origin **Golden Palms Rest Community, Tempe Arizona**Screen Name: **Peaches**

"I'm nude."

Player-2/[0.02]

Time Remaining: 00:00:00

Total Mice On Board: 329



P. 01

P. 02

P. 03

P. 04



Point of Origin

Pittenweem, Vermont

Screen Name: JuliusSqueezed

"Cap'nCarnage? What are you captain of? The Oregon Survivalist Granola Militia? Maybe you should stop macking pine trees and focus on the cat in your blue rocket—oh, holy crap. I'm the blue rocket."

Player-/0.03]

Time Remaining: 00:00.00

Total Mice On Board: 91+1 cat



Point of Origin

Tuscaloosa, Alabama

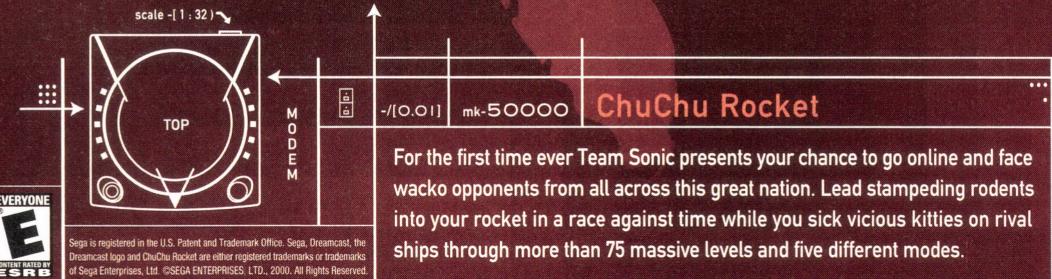
Screen Name: WhiteLightning

"Shut up, Cap'nCarnage, you don't know bull-diddly doo. I don't love monster trucks I am not dumb. I had to go to the crapper is how the cat get in. I am smart. I went to State. For too years. So you can just kiss my chu chu."

Player-/0.04]

Time Remaining: 00:00.00

Total Mice On Board: 0+1 cat



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Your Chance to Sound Off in XG

Questions, comments, or gripes?

WRITE:

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or e-mail:
wg@zd.com

Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #68's Game Over Contest:

1. **Kevin Splant**
Golden, CO
2. **Cody Gullord**
Dandridge, TN
3. **Johnathan Kendrick**
Leawood, KS

• The answer to XG #68's Game Over Contest is:

Streets of Rage 2

Suikoden II Ending

Dear Expert Gamer,

This letter is to address saving Nanami in Suikoden II. First off, there is no way to save her in terms of being able to recruit her in your party again after she is shot with the crossbow. The only way she'll make it through the game alive is by viewing the third ending. To do this, though, several conditions must be met.

1) You must have all 108 Stars of Destiny by the time your party decides to invade Rockaxe Castle. 2) You'll notice that when Nanami is shot, you have a chance to say something very quickly. You must shout "Nanami!" You'll know you did it right if you step forward and twirl your weapon (your little victory pose).

3) After defeating the final boss, you arrive back at your castle where you can meet Viktor and Flik in the main hallway (where the Guardian Deity is). After speaking with them, leave your castle. Do some soul searching...Remember how you made a promise to Jowy that you'd see him at your meeting place if ever you were separated? It's time to fulfill it. Head far south from L'Roladia into the Tanzen Pass—you'll soon see familiar ground. When you find him, he seems less than happy. No matter how you react, you will fight him. DO NOT DEFEAT HIM IN COMBAT. Soon enough, it seems as if he is about to die. He begs you to accept his rune. Refuse every time he asks. Sit back and enjoy a well-earned Mega Happy Ending. After seeing this, neither endings one or two will feel right. I loved Suikoden I and II, so I hope I have helped some of you out.

Charles Mastrangelo
San Diego, CA 92126

Wow, you are a true "Suikoden-geek." Seriously, thanks for the insight on a great game.

Kong Problem

Dear Expert Gamer,

I'm almost completely done with DK64—98 percent complete, to be exact—and I can't find the last "Kong Battle Pad." Your guide doesn't have it and my stats screen says it's supposed to be somewhere in Hideout Helm. But where?

Marc Yu
yurulz@aol.com

You'll need to use Diddy and jetpack to the top of the big machine in Hideout Helm. This is the same part where you have to zip through the parade of DK stars. That'll be the last Arena Battle.

Swirl.Net

Dear Expert Gamer,

First off, I want to say your mag rocks. My question is about whether the Dreamcast will be making games that you can play over the internet, and if so, when?

Daniel Polk
gyver@earthlink.net

Yes, recently a game called Swirl became the first internet-capable game for the Dreamcast. More to come!

Double Check

Dear Expert Gamer,

In your walk-through of Vandal-Hearts 2, I noticed that you had forgotten to return to the completed levels. Some of these levels that did not have items before could later have contained Chests and other secret items. An example of this is "Tehapi Dunes." If you return to this level, there are two chests. One contains a Zebra Shield with the Re-animator skill, and the other has a map to the secret level "The Rock." There are also secret items in the chimney and in the middle of the pond within the secret level. You can obtain an Ancient Shield (with the Entrustor skill), and a "Puggio" (with the Re-move skill). I am writing this to inform all other VHD players to always double-check the levels.

Name Withheld
Address Withheld

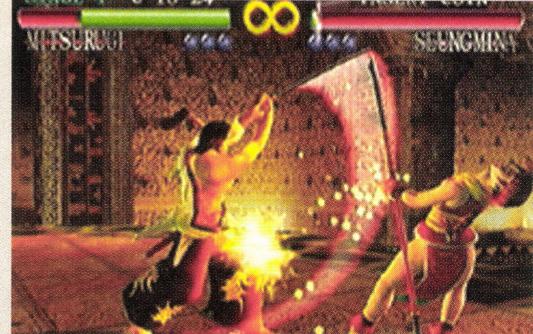
It is very important to return to each of the levels after you've beaten them—there's no doubt about that. This is how some of the game's biggest and best secrets are uncovered. Finding the time to search the more than 60 maps (twice!) is a different story altogether.

Shadow Lives

Dear Expert Gamer,

I need help! How do I keep Shadow from killing himself at the end of FFVI? I heard it has something to

Letter of the Month



Playing Soul Calibur with the standard Dreamcast controller is a challenge to say the least. Get an Arcade Stick for true button-mashing delight.

Control Issues?

DC pad invites criticism

Dear Expert Gamer,

After months of waiting to decide whether I wanted a Dreamcast or not, I finally took the plunge and bought one. For the most part, I have been impressed by the games and am looking forward to quite a few of the titles that are being announced. I do have one major problem with the system, however—the controllers are downright horrid. They are bad for fighting games, bad for sports games, bad for racing games, and so on. I can't believe they would opt for something with fewer buttons than Sony's Dual Shock or Nintendo's pad. With the added sophistication of a 128-bit system, you would imagine Sega's brass would take controllers a step forward. Now I have this clunky device with just two awkwardly placed shoulder buttons and a lousy, unresponsive Analog Stick.

Will Brandenburg
Orlando, FL

This has been a topic of much discussion around the office. An overwhelming majority of us are in your camp on this issue. Sega dropped the ball and now millions of gamers are left to suffer. Unfortunately, there aren't many options to deal with the problem. Many third-party controllers (like the InterAct one pictured below) offer extra buttons, but game developers can't really implement them when they know 75 percent of the gamers are using the standard DC pad. Another problem we have is that many of the DC games force you to use the Analog Stick even when you might prefer to use the D-Pad. The 2K sports titles in particular are guilty of this.



Will Brandenburg won an InterAct Controller for the Dreamcast, Nintendo 64, or PlayStation!



Keeping Shadow alive is a little tricky, but it's the only way to find all his dreams.

do with his dreams, but I'm not sure. How do I find all of Shadow's dreams? Please help!

*Daniel Polk
gyver@earthlink.net*

Shadow does not die in the ending; however, you can lose him if you do not wait for him atop the floating island right before the World of Ruin. The dreams merely tell a little bit about his story. You can find them from sleeping at various inns with Shadow in your party. Otherwise, Shadow lives.

Finish Gran Turismo?

Dear Expert Gamer,

You warned that the first batch of Gran Turismo 2 discs weren't able to be completed, but that the game was fixed and re-released. How can we tell if the copy we're buying is a good one or a defective one? Thanks!

*Mark Buckingham
prime01010@aol.com*

There's really no way to discern which copy you have except by asking retailers if they have a new shipment or not.

Jet Force Question

Dear Expert Gamer,

Hi. I was playing Jet Force Gemini and I visited the Space station, Gem Quarry, and Walkway. The problem is I'm stuck. I can't

find my way to Water Ruins. How I get there? In the map in your walk-through said that I get there by completing the S.S. Sekhmet level. Do I need to use a specific character to get there? I hope to hear from you soon.

*Melfran
melfran@ciudad.com.ar*

You must exit Sekhmet through the second level exit. In the room with the turbines, you will see a ledge on the far side. Use the Jetpad on the ground to fly there. Follow the corridor and you will find the ship that will take you where you want to go.

Star Treatment

Dear Expert Gamer,

Tired of getting your best player knocked out for the season in NHL FaceOff 2000? Wish there was a way to get him back without creating a player or starting the season over? Well, there is a way! After any game, go to Injury Reports in the Post Game menu. You should see your player's name and time that he'll be out. Press Triangle to go back to the Post Game menu. Now go back into the Injury Report screen, and you will see that your player's injury is now shortened. For example, if the injury was "1 to 2 weeks," it will drop down to "day to day." This can be very helpful, and I have found that it is great when I have a big game coming up and I need my star players.

*John Keyser
nineinchfloyd@aol.com*

Thanks for the cool cheat. All of the sporty types here appreciate not having to watch their star player (Chris Pronger) nursing any injuries.



PlayStation2

On March 4, Sony's gonna rock Japan with the release of the PlayStation2. Complete with a hefty batch of launch titles (including Ridge Racer V and Street Fighter EX3), SCEI is ready to truly take gaming to the next level (something the DC has been unable to do so far in Japan). While the machine will be quite pricey (nearly \$400), we're sure the ultra hardcore of you have already pre-ordered a system from your local importer. You'll be broke...but happy!

Import Pick of the Month



Come March 30, Japanese PlayStation2 owners will be playing the fighting game that's gonna dethrone Soul Calibur as the most gorgeous fighter of all-time: the awesome Tekken Tag Tournament. Are you gonna wait until September to get yours? We're not...

Grandia Gurus

Dear Expert Gamer,

I have one question: In Grandia, after obtaining the special nut from Luc Village, how do you leave the Misty Woods? Thanks for all your great help and cheats.

*M. Laurin
Gloucester, Ontario, Canada*

The Misty Woods section after Luc Village can be particularly annoying. It's divided into three sections, and it's a good rule of thumb to head east each time. In the third area, things get a little complicated when you find a huge lake barring your way. Don't fret, though, all you have to do is find the switch on the eastern bank of the lake. Once that's pressed, the lake will freeze and you can make your way north.

Avoid Floyd

Dear Expert Gamer,

I'm having trouble on Jet Force Gemini. I can't find the Floyd Missions. I looked on every planet and ship and I still can't find them. Can you tell me where all the Floyd Missions are? I need a specific location. Keep making those cool mags, otherwise you will let down a bunch of kids. Thank you.

*Name Withheld
Address Withheld*

Below are the six Floyd Mission locations and where you can find them according to world, area, and specific location. Good luck!

- 1) Goldwood. Onset area. Located near the entrance to the Lodge.
- 2) S.S. Anubis. Hold area. Located at the end of the ventilation shaft.
- 3) Ichor. Military Base. Located

U.S. Top 10

THE 10 BEST-SELLING GAMES OF JANUARY

1. **Pokémon Yellow** (Nintendo/GB)
2. **Gran Turismo 2** (SCEA/PS)
3. **Tony Hawk's Pro Skater** (Activision/PS)
4. **Pokémon Blue** (Nintendo/GBC)
5. **Donkey Kong 64** (Nintendo/N64)
6. **Pokémon Blue** (Nintendo/GBC)
7. **Spyro the Dragon** (SCEA/PS)
8. **Gran Turismo** (SCEA/PS)
9. **Pokémon Pinball** (Nintendo/GBC)
10. **Crash Bandicoot: WARPED** (SCEA/PS)



Japan Top 10

JAPAN'S 10 BEST FROM 1/31 TO 2/6

1. **Biohazard Code: Veronica** (Capcom/DC)
2. **Pokémon Gold & Silver** (Nintendo/GBC)
3. **Jet De Go!** (Taito/PS)
4. **Biohazard: Gun Survivor** (Capcom/PS)
5. **Popolocrois Story II** (SCEI/PS)
6. **Konkomo Issho: Dokodemo Issho Extra Disc** (SCEI/PS)
7. **Donkey Kong GB: Dinky Kong & Dixie Kong** (Nintendo/GBC)
8. **GI Jockey** (Koei/PS)
9. **Valkyrie Profile** (Enix/PS)
10. **Pachislot Aruze Kingdom 2** (Aruze/PS)

Editors' Top 10

WHAT THE XG STAFF IS PLAYING (FEBRUARY)

1. **NHL 2K** (Sega/DC)
2. **Resident Evil Code: Veronica** (Capcom/DC)
3. **Front Mission 3** (Square EA/PS)
4. **Bionic Commando: Elite Forces** (Nintendo/GBC)
5. **WWF SmackDown!** (THQ/PS)
6. **Sega GT: Homo Special** (Sega/DC)
7. **Tekken Tag Tournament** (Namco/PS2)
8. **Syphon Filter 2** (989 Studios/PS)
9. **Perfect Dark** (Nintendo/N64)
10. **Fear Effect** (Eidos/PS)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)

Coming Soon

SEGA DREAMCAST

MARCH

- **ChuChu Rocket** (Sega)
- **Dead or Alive 2** (Tecmo)
- **Grand Theft Auto 2** (Rockstar)
- **MDK 2** (Interplay)
- **Nightmare Creatures 2** (Konami)
- **Rainbow Six** (Majesco)
- **Rayman 2** (Ubi Soft)
- **RE Code: Veronica** (Capcom)
- **Tomb Raider: TLR** (Eidos)

APRIL

- **Gundam Side Story** (Bandai)
- **Star Wars: Racer** (Lucasarts)
- **Street Fighter III** (Capcom)
- **Tony Hawk's Pro Skater** (Crave)

NINTENDO 64

MARCH

- **All-Star Baseball 2001** (Acclaim)
- **Fighters Destiny 2** (Southpeak)
- **Hydro Thunder** (Midway)
- **Jeremy McG 2000** (Acclaim)
- **Pokémon Stadium** (Nintendo)
- **South Park Rally** (Acclaim)
- **Tony Hawk's Pro Skater** (Activision)
- **Worms: Armageddon** (Infogrames)

APRIL

- **Battlezone 64** (Crave)
- **Carmageddon 64** (Titus)
- **Major League Soccer** (Konami)
- **Track & Field 2000** (Konami)

SONY PLAYSTATION

MARCH

- **Ace Combat 3** (Namco)
- **Fear Effect** (Eidos)
- **Front Mission 3** (Square EA)
- **Galerians** (Crave)
- **Hot Shots Golf 2** (SCEA)
- **Nightmare Creatures 2** (Konami)
- **Syphon Filter 2** (989 Studios)
- **WWF SmackDown!** (THQ)

APRIL

- **Gekido** (Interplay)
- **Jedi Power Battles** (Lucasarts)
- **JoJo's Bizarre Adventure** (Capcom)
- **Planet of the Babes** (GTI)
- **Porsche Challenge** (EA)

GAME BOY COLOR

MARCH

- **Crystalis** (Nintendo)
- **Driver** (GT Interactive)
- **Street Fighter Alpha** (Capcom)
- **Tony Hawk's Pro Skater** (Activision)

APRIL

- **Blaster Master** (Sunsoft)
- **Metal Gear: GB** (Konami)
- **Rainbow Six** (Red Storm)
- **Tomb Raider** (Eidos)

inside of the first large storage room. It's on a ledge.

4) Eshebone. Thorax. Located in a small alcove halfway into this area.

5) Mizar's Palace. Located right by the central pyramid.

6) Asteroid. The last section of the game is a Floyd Mission. Make it through to win the game!

FULL MOON

Dear Expert Gamer,

Hi! I so love your article on Harvest Moon—it was cool. I want to correct you, though. Your "Talking with People" part wasn't right. Greg, Stu's brother, is called Kent. I was trying to give him 10,000 eggplants to get a recipe and it was so annoying. You also didn't mention that Ann's brother was named Gray. You should really put that down. Everything else was cool. Thanks a lot.

*Danielle Satow
sneeps101@hotmail.com*

The guide was done on two versions of the game. Greg/Kent's name was different. As for Ann's brother, it never directly calls him by name. Simply calling him "Ann's Brother" immediately lets you know who he is.

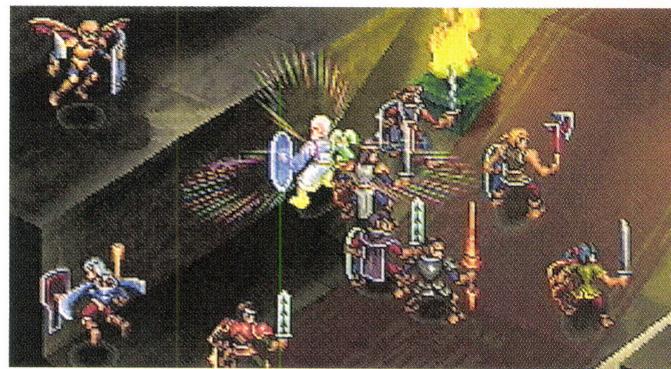
Glyph Glitch

Dear Expert Gamer,

I'm really enjoying playing Legacy of Kain: Soul Reaver, but I'm stuck at gaining the Sound Glyph. I've got Force Projectile, but I can't break the window or something, so I can't go any further. I guess it's not necessary to clear the game, but I want to get it. And one more question. I've found a place with a big lighthouse and I made that lighthouse work but I don't know what to do after that. Could you help me out? Thanks.

*Name Withheld
Address Withheld*

You may be attempting to acquire the Sound Glyph at the wrong place. What you need to do is go to the Cathedral. At the Cathedral's bottom is a path that will lead you to a section of wall that has a glass window high above. Shoot out the glass and climb inside. You will need to pick up a mallet at the far end of the room, then run back to where you entered and climb the wall. Throw the mallet onto the ledge on the left, then enter the Spectral Realm and leap to the pedestal. Once there, re-enter the Material Realm. From here on it's pretty simple. Use the mallet on the bell for the glyph. You're going to kick yourself when you realize how close you are to the Sunlight Glyph. Enter the room with the triangular glass window.



Don't forget to double-check every square on the map in *Vandal-Hearts II*. Returning to previously visited areas often yields special rewards.

When the light passes through, shift to the Spectral Realm. The glyph is in sight. Andy was boggled the first time he got there, too. Heck, he's always boggled.

Sideways Compatibility?

Dear Expert Gamer,

I recently had the privilege of purchasing a Dreamcast (which really kicks) but my cousin has a PlayStation, so we can't trade games like we used to. So I was wondering if I try to play a PlayStation game on my Dreamcast will it mess it up?

*Robert M.
Mimbres, NM*

Gamers will try anything, won't they? No, it won't mess up your Dreamcast, but it won't do much else either, so don't bother.

Vandal Hearts

Dear Expert Gamer,

You missed two of the seven Prisms that you promised to reveal in your walkthrough of *Vandal-Hearts II* (you also missed a map...). Here is how you get those other two Prisms and find that missing map (of triangle). In the beginning of Chapter 1, just before you go and rescue Baron

Prateau, your only choice will be to go into town. Now, if you go into town and talk to the Middle-Aged Man there, he will say that the Shop Keeper is hiding something.

Now go to the shop, and press down until you get (??). It's underneath items, when you select

buy. Keep trying to buy it until he sells it to you. It is a map of triangle (map 3). The Prism is right under the treasure chest if you have a Searchmark. Now with all the maps (0-14) and six Prisms, go back to the very first battle—the seventh Prism is located on that map.

*Name Withheld
Address Withheld*

Cool, but without an official guide we'll be taking your word on this one. We'll update you on this if we get a chance next month.

*Name Withheld
cmmurhpus@aol.com*

We love reader feedback, and most of it says "Game Over" is a good thing. Majority rules.

Malboro Madness

Dear Expert Gamer,

I just want you to know that I'm an avid fan of your magazine. *Expert Gamer* rocks! Anyways, I just thought I'd share my technique in defeating Malboro in 10 seconds. Just use Quisit's "Degenerator" attack and Malboro will be flushed like a crap in a toilet. Thanks for your time and keep up the good work!

*Ramjay Madrid
flip_kid@hotmail.com*

Hope all of our readers catch this little trick, as we've had tons of mail on the Malboros. Thanks for taking the time to help a brutha out.

No Pupu For You

Dear Expert Gamer,

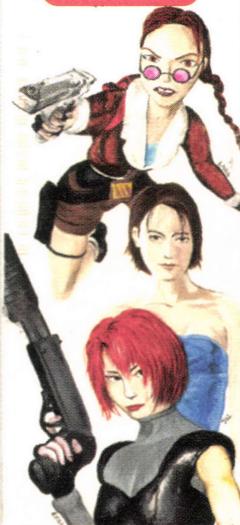
I have a problem with *Final Fantasy VIII*. I want to get the Pupu Card where I have to beat him. I visited the four locations, and I know that before I feed him the Elixirs I have to go somewhere in the northeast continent. I know it's somewhere near a Chocobo Shrine, but I don't know exactly where. Please help me! Give me a precise location and direct me on the map. Thanks a lot.

*Name Withheld
Address Withheld*

Your best bet is to head to the northeast corner of the map (the Grandid Forest) and land your

Letter Art

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David McBride wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, David!



Benny Robs
New Orleans, LA



Linda Vichiola
Trumbull, CT

Parasite Eve II

Lim Chiu Ping
Sarawak, Malaysia



Brenda Henry
C'sted, St. Croix

* Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!

ship there. When you do so, you'll encounter the UFO. It's quite easy to defeat, and when you do, you can just head right down to the Balamb Garden Crater and encounter the PuPu himself. Also, if you walk around the forest with the Enc-None ability equipped, you'll be able to accomplish this task much faster.

DK64 Secret

Dear Expert Gamer,

All the Donkey Kong strategy guides on DK 64 seem to have missed the secret about the "Rainbow Coins" in the game. I came across it by accident myself. Well, here is the secret: Locate a dirt mound marked with "DK" on it (they are located at various points within the game). Stand on top of the mound and hold B (then

release) to send out a shock wave which will destroy the mound. A large "Rainbow Coin" will appear that gives you five Banana Bunch Coins for each Kong.

James Goines
JGoines007@aol.com

Truly a pot 'o' gold at the end of the rainbow, huh?

FFVIII Problem

Dear Expert Gamer,

I am on the end of Disc 3 and I need help. I have all of the GFs except Eden. I want to fight Ultimane and get Eden, but I want to get Squall's Lionheart first because my friend's guide says that having gives you a great advantage. I have everything except the Adamantine and the Dragon Fangs. I know that you get the Adamantine from the Adamantoise and

the dragon fangs from the Blue Dragons. My problem is that I don't know where to find either one. I have searched all of the forests on the continent with the ice and have no idea on where to find the Adamantoises. Please help me and tell me where to find the enemies to get those items.

Zach Gluchman
Luna56114@aol.com

Adamantoises are found on the shores of Long Horn Island, north of Galbadia. Blue Dragons can be found on the Island Closest to Hell (the westernmost peninsula on the map).

Dream Team

Dear Expert Gamer,

I'm having some trouble taking on the

CPU in NBA 2K. I know that you can use the trade and fantasy draft options to create a "star-studded" team. I'm not an NBA guru by any means, so a little draft day help would be welcome.

Aaron Slad
Carol Stream, IL

Dan and Todd seem to know a little about sports. Here's our recommendations - at guard, pick up Allen Iverson, Jason Kidd, Gary Payton, Kobe Bryant and Reggie Miller. Your forwards should be Chris Webber, Kevin Garnett, Grant Hill, Tim Duncan, Karl Malone and Scottie Pippen. In the middle, it's Shaquille O'Neal, Alonzo Mourning and David Robinson.

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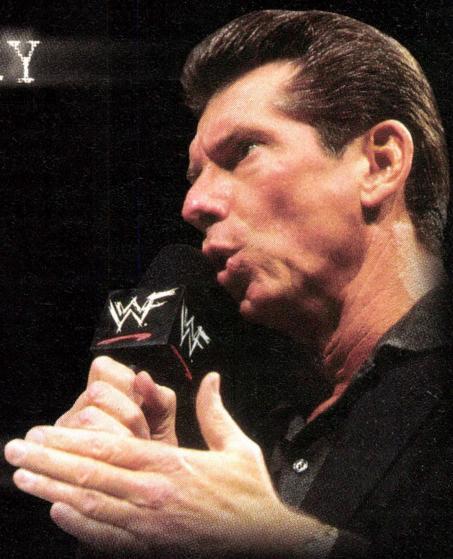
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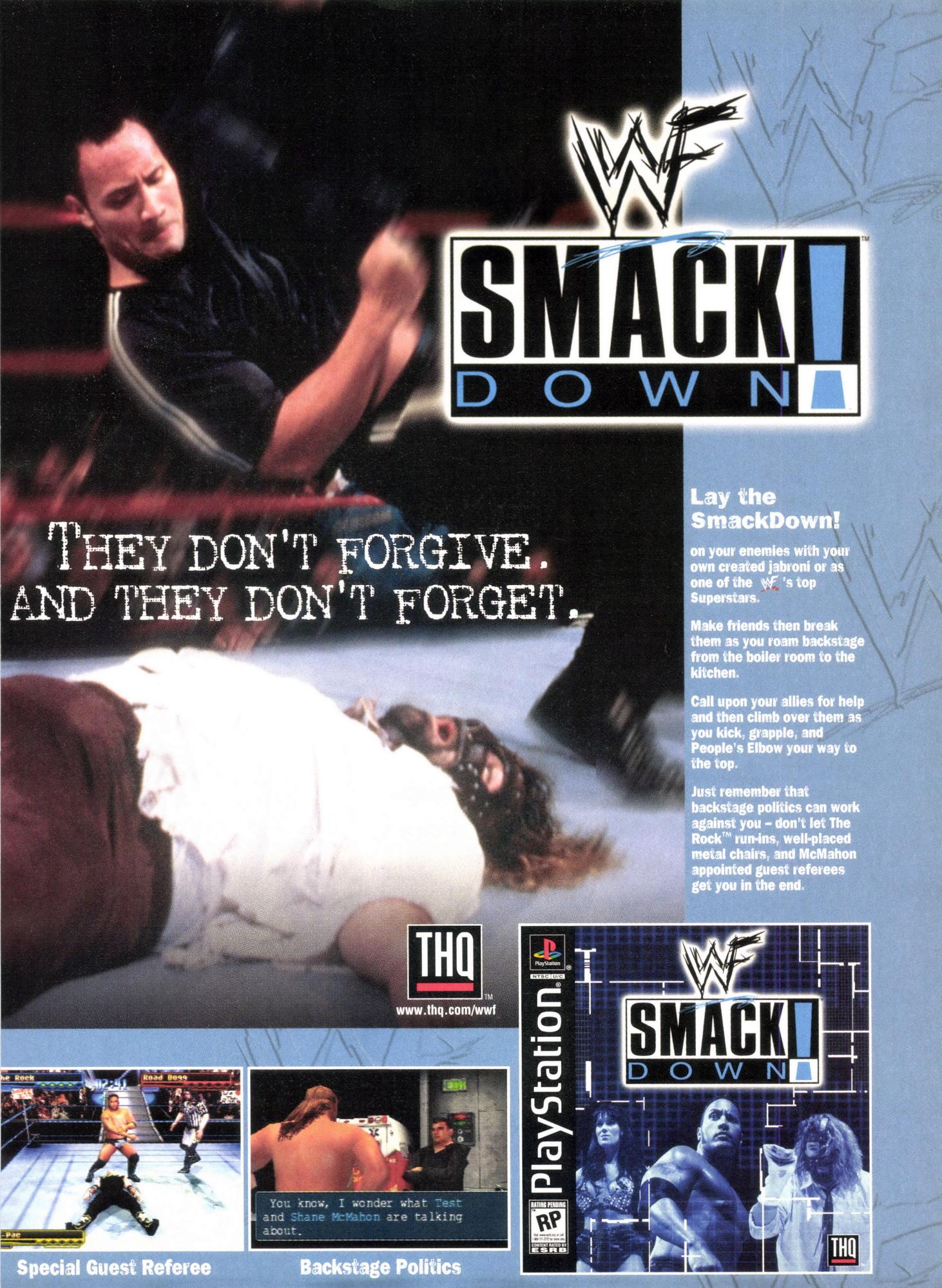
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4-Player Action



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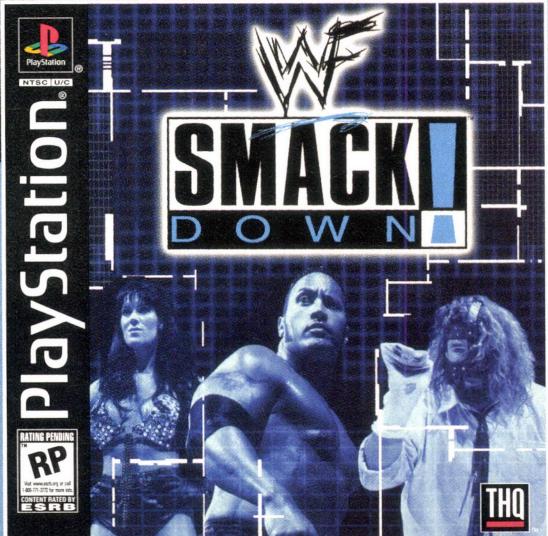
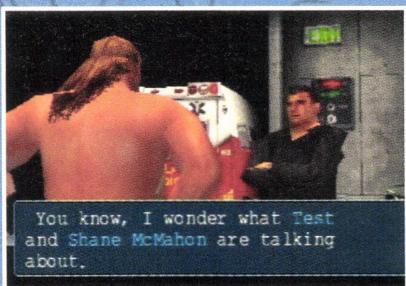
on your enemies with your own created jabroni or as one of the WWF's top Superstars.

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ace
3



• 001

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• 002



• 003 • •

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ACTUAL IN-GAME SCREENSHOTS.



TRICKS OF THE TRADE

Dreamcast



Aerowings

Cheat Mode: At the "Press Start" screen, press L button+R button simultaneously. You'll hear someone say, "OK Good." This unlocks Exhibition Mode, all levels, airplanes, and more.

Centipede

Lives and Levels: In the middle of an Adventure game, press and hold Trigger L+Trigger R+X+A+Y+B. While holding these, press the Stick in the desired direction for these results.

Multiple Lives: Press Up on the Analog Stick to gain multiple lives. You may keep pressing Up while holding the buttons to gain thousands of lives!

All Levels: Press Down on the Stick to open up all the levels in the game. Press START to pause and you can move the Analog Stick to highlight different levels of the game.

Crazy Taxi

Another Day: At the driver selection screen, press R-Trigger and then press and hold R-Trigger. While holding it, choose your driver. "Another Day" will appear in the lower left-hand corner of

the screen. The game will be switched around with fares in different places than usual.

To do these next tricks, you need to have a controller plugged into Port 3. Begin a game in Arcade or Original mode. While playing the game, press START on Controller 3 and then press the following buttons on Controller 3 to access the tricks as shown.

Speedometer: Press the X button five times to show your speed in the lower right area of the screen.

Change the View: Press these buttons for new views in the game.

Alternate (Replay) Angle: Y

First Person View: B

Back to the Normal View: A

Expendable

While the game is paused, enter any of the following codes as shown below.

Level Skip: Y, Y, X, X, L Shift, R Shift, Down, Down, Up, Up.

Extra Lives: A, B, X, Y, L Shift, R Shift, Up, Down, Left, Right.

Extra Credits: A, B, Left, A, B, Right, B, A, Down, R Shift.

Flag to Flag

Enter the following codes while starting the game in Arcade Mode.

Rainy Weather: Hold L+R+Down.

Weather Never Changes: Hold L+R+Up.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, L, R, START.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode:

Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.

Bonus Cats: Shoot a cat and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting

New Tricks

DREAMCAST

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Trick of the Month

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark:

Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger+R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.



Score Big with GameShark From Interact and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

down. Immediately after he says, "three," press and hold the R button. Immediately after he says, "two," let go of R and hold the L button. Immediately after he says, "one," let go of L and hold the R button. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L button (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y.

A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons, and Easy Shoot Mode.

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, You will see Gold War Machine appear above Zangief.

Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Up, Up, Up, Left, Up, You will see Orange Hulk appear above Ryu.

Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Left, Left, Up, You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. You will see Roll appear to the right of Mega Man.

Mortal Kombat Gold

On the "Press Start Button" screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. If you entered the code correctly, you will hear someone laugh and say, "Outstanding." Enter the options screen, highlight the "Exit" option, and hold the L+R buttons. While holding these, press the A button. A cheats menu will appear with the

options shown.

Easy Endings: Defeat just one opponent to see your character's ending.

Fatality 1: Finish your opponent with High Punch. This will allow any character to perform its first fatality.

Fatality 2: Finish your opponent with Low Punch. This will allow any character to perform its second fatality.

Pit Fatality: Finish your opponent by pressing Down and then press High Punch. This allows any character to perform its level fatality.

Danger: Both characters' health bars will be extremely low, enabling one-hit deaths.

Kombat Kode: This allows 30 different Kombat Kodes to be activated.

Play as Goro: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Left, A.

Play as Noob Saibot: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Up, Left, Left, Left, A.

Play as Sektor: First enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R, and press Up, Up, Up, Left, Left, Left, A.

Alternate costumes: On the character select screen, highlight a character, hold START and press any button once to rotate its select screen picture and enable its second costume, and twice for its third. This works with most of the fighters. You may have to press a button a third time to get some characters' costumes.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega, and NBA 2K teams.)

Huge Ball: BEACHBOYS

Crowd Message: HIMOM

Giant Heads: FATHEAD

Micro Players: LITTLEGUY

Large Players: MONSTER

Squished Players: SQUISHY

Obese Players: DOUGHBOY

Huge Feet: BIGFOOT

Hurt Coaches: COACHOUCH

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot, and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Tournament Mode: 1-1-1 Down.

Show Shot Percentage: 0-0-1 Down.

Show Hotspot: 1-0-0 Down.

No Hotspots: 2-0-1 Up (2p must agree).

Big Head Mode: 2-0-0 Right.

Team Uniform: 4-0-0 Right (2p must agree).

Alternate Uniform: 4-3-0 Right.

Midway Uniform: 4-0-1 Right.

Home Uniform: 4-1-0 Right.

Away Uniform: 4-2-0 Right.

Fog: 1-2-3 Up (Outdoor courts only).

Thick Fog: 1-2-3 Down (Outdoor courts only).

Night Fog: 1-2-3 Left (Outdoor courts only).

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left,

Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.



Swamp Fog: 1-2-3 Right (Outdoor courts only).

Rain: 1-4-1 Left (Outdoor courts only).

Snow: 1-2-1 Left (Outdoor courts only).

Blizzard: 1-3-1 Left.

No Replays: 3-3-1 Left.

No Tipoff: 4-4-4 Up (2p must agree).

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN Pin: 1111
(Brain)

Name: SMILE Pin: 1111
(Smiley)

Name: FORDEN Pin: 1111
(Dan Forden)

Name: SKULL Pin: 1111
(Skull)

Name: TURMEL Pin: 0322
(Mark Turnell)

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo 5-1-4 Up

Fast turbo running 0-3-2 Left

Power-up offense 3-1-2 Up

Power-up defense 4-2-1 Up

Power-up teammates 2-3-3 Up

Power-up blockers 3-1-2 Left

Super blitzing 0-4-5 Up

Super field goals 1-2-3 Left

No interceptions 3-4-4 Up

No random fumbles 4-2-3 Down

No first downs 2-1-0 Up

No punting 1-5-1 Up

Green Bay Packers playbook 1-2-2 Left

Colts playbook 1-2-3 Up



Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection	1-1-5 Left
(Teams Must Agree)	0-2-1 Right
Show more field	0-1-2 Down
(Teams Must Agree)	4-0-4 Left
No CPU assistance	5-5-5 Up
(Teams Must Agree)	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback	2-2-2 Left
(Requires two human teammates)	5-2-5 Down
Muddy field	5-5-5 Right

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to place skeletons in the crowd. Set the system date to December 25 to place Christmas trees in the prize fight arena.

Alternate Costumes: At the character select screen, press X+Y simultaneously.

Alternate Cornerman: At the character select screen, hold the X button and press Up, Right, Down, or Left.

Bronze Class Boxers: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxers in championship mode. *Note: This also unlocks Kemo Claw in Arcade Mode.*

Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. *Note: This also unlocks Bruce Blade in Arcade Mode.*

Gold Class Boxers: Enter MOSMA! as a gym name. *Note: This also unlocks Nat Daddy in Arcade Mode.*

Champ Class Boxers: Enter POD 5! as a gym name. *Note: This also unlocks Damien Black in Arcade Mode.*

High Voice Cornerman: On the character select screen, hold X and press L+R buttons simultaneously.

Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note: Only X+A works for Damien Black.*

Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L Shift button on each controller while choosing a boxer with A.

Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R Shift button on each controller while selecting a boxer with A.

Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold L Shift+R Shift button on each controller while choosing a boxer with A.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the

"Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.

Access All Cars: CARTOON

Access All Tracks: TRACTION

All Weapons Available: OYOY (While playing a game, just press Trigger L+Trigger R repeatedly to cycle through the choices.)

Access to the Probe U.F.O.: YUEFO

Change Cars in a Race: CHANCER (Just press up or down at the pause menu to change your car.)

Change Progress Table: GOATY (Edit your wins, losses, etc.)

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.

All Cars: Up, Down, Up, B, A, Left, B, B, Down.

All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.

Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold Trigger L+Trigger R. With these held, press one of the following buttons to initiate the corresponding result.

Make New Ammo and Health Appear: X.

All Enemies Stop Firing: A.

God Mode with Unlimited Ammo: B.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Sophitia's Secret (Works on Japanese Version Only): Choose Sophitia and press one of the following buttons from the selection screen. Hold it down until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.

X = pink

Y = blue

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Shift + R-Shift simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Shift + R-Shift in order to enter a new one.

No Enemies: HOME_ALONE

No Delay Firing: RAPID_FIRE



Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.

Every Map Available: Hold the L Shift button and enter A, Y, X, B, Y, X.

Heavy Weapon: Hold the L Shift button and enter X, A, Y, B, A, X.

99 Heavy Ammo: Hold the L Shift button and enter A, B, X, Y, B, A.

New Machine Gun: Hold the L Shift button and enter B, A, Y, X, A, B.

Toy Fixed: Hold the L Shift button and press A, X, B, Y, A, Y.

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.

Win Everything: CITYBEACONS

Win All the Time: TEAROUND

Infinite Time: IWISH

Power-up Moves: TRAVOLTA

Big Heads: INFLATEDEGO

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.

Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.

Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+START.

Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.

Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

GameShark Codes**Armorines: Project Swarm**

Enable Code (must be on)

F10931781000

Infinite Health/Ammo and All Weapons

811159360007

811159320007

Brunswick Circuit Pro Bowling

Headless Bowler

8007DB770005

Destruction Derby 64

All Difficulty Levels

81097A160003

Baja Buggy

80097A180001

Low Rider

80097A190001

Woody Wagon

80097A1A0001

Pickup

80097A1B0001

Taxi Cab

80097A1C0001

Blue Demon

80097A1D0001

Rag Top

80097A1E0001

Hot Rod

80097A1F0001

Ambulance

80097A200001

Watchback

80097A210001

Street Rocket

80097A220001

Police Car

80097A230001

All Cars and Tracks

500006200000

81097A180101

Metro Challenge Track

80095CCC0001

Seascape Track

80095CCD0001

Boyau Run Track

80095CCE0001

Terminal Impact Track

80095CCF0001

Destruction Junction Track

80095CD00001

Sunset Canyon Track

80095CD10001

Apnine Ridge Track

80095CD20001

Midnyte Rumble Track

80095CD30001

All Tracks

500004020000

81095CCC0101

Geomon's Great Adventure

Infinite Coins P1 (after first boss)

8119ADEE03E7

Infinite Gold P1

8108828603E7

Infinite Health P1

800882840003

Infinite Lives P1

800882830003

Open All Levels

50002D020000

Infinite Gold P2

8108829003E7

Infinite Lives P2

8008828D0003

Infinite Health P2

8008828E0003

Monopoly

Infinite Money P1

81324B46270F

Infinite Money P2

81324B5A270F

Infinite Money P3

81324B6E270F

Infinite Money P4

81324B82270F

Namco Museum 64

Enable Code (must be on)

F1091F941000

Pac Man Infinite Credits

800A88170063

Pac Man Infinite Lives P1

800BBE230004

Pac Man Infinite Lives P2

800BBE270004

Pac Man Eats All Ghosts All The Time

810A87600000

810A87620000

810A878C0000

810A878C0000

810A87B80000

810A87B8a000

810A87E40000

810A87E60000

Ms. Pac Man Infinite Credits

800BBE4B0063

Ms. Pac Man Infinite Lives P1

800BBE230004

Ms. Pac Man Infinite Lives P2

800BBE270004

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Nintendo 64**80° Snowboarding****80° Snowboarding****Quick Start:** Right before a race

starts, wait for the announcer to say, "One." As soon as that number fades out on the screen, press Up for a quick start that will give you a jump on the competition.

Get All Tricks Easy: From the main menu, choose the "Training" option. Now select your rider and board. During the training session, select an easy trick from the Trick List (such as Lien Air) and then go off the jump or the side of the half pipe and do the trick. While you are still in midair, quickly press Right-C, Right-C. This will bring up the Trick List again. Now choose a trick that you haven't done before (such as a 1080° Air) and land the Lien Air. The computer will think that you landed a 1080° Air and give you credit for it!**Ride a Penguin Board:** To ride on a penguin instead of a snowboard, you must execute and land all the moves on the Training Mode's trick list. Once you've done that, hold Bottom-C and press A when you choose any character's default snowboard. If you're having trouble completing all the tricks, try out the "Get all tricks easy" code above.**Panda Man:** First you must complete Match Race on Expert. Next, beat all the EAD scores in Time Attack, Trick Attack, and Contest. After meeting those requirements, go to the select rider screen, highlight Rob Haywood, and hold Right-C and press A.**Ice Man:** First you must complete Match Race on Expert. Then you must top all the EAD scores in Trick Attack and Time Attack. After accomplishing that, go to the select rider screen, highlight Akari Hayami, and hold Left-C and press A.**Gold Ice Man:** You must complete Match Race on Expert using Ice Man to earn a gold version of him. After that, go to the select rider screen, highlight Kensuke Kimachi, and hold Top-C and press A.**Control the Opening Camera:** When the music starts and the demo of the guy going down the mountain appears, press the Top-C button to take control of the camera. You can use the Analog Stick to rotate the view any direction and you can use the Control Pad to zoom in and out. Press Top-C again to go back to the Default Camera Mode.**Dragon Cave Level:** Complete Match Race on Hard.**Deadly Fall Level:** Beat Match Race on Expert.**Aero Gauge****All Tracks and Vehicles:** To do this trick, you must have two Controllers plugged into your system. Press START on Controller One until you get the screen with "Push Start" on the bottom. On Controller Two, press Up+Down+C+R button+L button+Z simultaneously and then release them. Now press START on Controller One to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work. Once you access the new cars you will be able to select an N64 controller for your next flight.**All-Star Baseball 2000****Blind Code:** On the main setup screen, access the "Enter Cheats" option and enter MYEYES as a code. Press START and you will see text at the bottom of the screen that says, "My eyes my eyes. I'm blind." Now when you play a game, the background graphics will be all foggy and you will only be able to see the players clearly.**Unhittable Fastball:** Select Arcade Mode. When you are pitching, hold Down+C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99 percent of the time.**Easier Home Runs:** When you're up to bat, press the B button for a power hit. If you have the pitcher aid on and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.**Visual Codes:** Access the "Enter Cheats" option on the main setup screen and enter one of the following codes.
Beach Ball Mode: BCHBLKPTY
Baseball trails: WLDWLWST
Fly back to dugout: FLYAWAY
Small players: TOMTHUMB
Blackout Mode: WTOTL**Armorines: Project S.W.A.R.M.****From the main menu, go to the options screen. From there, access the "Cheats" option. Then, go to the "Enter Cheat" screen and enter one of the following codes.****Big Cheat:** GOLDENPIE (You will now have access to all the cheats shown on the "Cheats" menu.)**Invincibility:** GODLY**All Weapons Activated:** LOADED**Unlimited Ammunition:** SORTED**All Missions Activated:** SKIPPY**Fast Run:** SONIC (Now you can run twice as fast as normal.)**Unlock Female Trooper in Multiplayer:** GODDESS**Hive Guard Bug in Multiplayer:** LEGGY**Volcano Guard Bug in Multiplayer:** RUBBER**Egypt Worker Bug in Multiplayer:** CLAW**Hive Worker Bug in Multiplayer:** UGLY**Pen and Ink Mode:** SKETCHY (Turning on this option will give the game a black and white, polygon-drawing look.)**Army Men: Sarge's Heroes****All Weapons:** NSRLS**Maximum Ammunition:** MMLVSRM**Test Information:** THDTST**Play as Tin Soldier:** TNSLDRS**Play as Vikki:** GRNGLRLX**Play as Plastro:** PLSTRLVSVG**Level Passwords:****Spy Blue:** TRGHTR**Bathroom:** TDBWL**Riff Mission:** MSTRMN**Forest:** TLLTRS**Hoover Mission:** SCRDCT**Thick Mission:** STPDMN**Snow Mission:** BLZZRD**Shrap Mission:** SRFPNK**Fort Plastro:** GNRLMN**Scorch Mission:** HTTTRT**Showdown:** ZBTSRL**Sandbox:** HTKTTN**Kitchen:** PTSPNS**Living Room:** HXMSTR**The Way Home:** VRCLN**Banjo-Kazooie***First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To de-activate any codes, go to the puzzle-letter room and type in NOBONUS.***Big Head Banjo:** BOTTLESBONUS**Banjo Big Hands and Feet:** BOTTLESBONUSTW0**Big Kazooie:** BOTTLESBONUSTHREE**Tall Skinny Banjo:** BOTTLESBONUSFOUR**Tall Skinny Banjo with Big Hands and Feet:** BOTTLESBONUSFIVE**Big Everything (Including Kazooie):** BIGBOTTLESBONUS**Washing Machine Banjo:** WISHYWASHYBANJO**Secret Codes:** First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. (Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)**Infinite eggs:****BANJOEGSFORPLENTYOFEGGS****Infinite lives:****LOTSGOESWITHMANYBANJO****99 Mumbo tokens:****DONTBEADUMBOGOSEEMUMBO****Bass Hunter 64***Enter the following codes at the cheat codes screen under options. You will hear a "boing" sound if the codes were entered correctly.***All Lakes:** ALDLAKES**Extra Money:** ALDCASH

GameShark Codes

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Ms. Pac Man Eat All Ghosts All the Time
810BC1000000
810BC1020000
810BC1200000
810BC12E0000
810BC15A0000
810BC15A0000
810BC1840000
810BC1860000
Galaga Infinite Credits 800D76A40063
Galaga Infinite Lives (both players)
800D75100002
Galaxian Infinite Credits
800CD3D00063
Galaxian Infinite Lives 800CD3AD0003
Pole Position Infinite Time
8010A2430063
Dig-Dug Infinite Credits 800FE67E0063
Dig-Dug Infinite Lives P1
800FE7090002
Dig-Dug Infinite Lives P2
800FE76B0004

NBA Courtside 2

Away Team Infinite Turbo
8111531E00FF
811159C200FF
81116066000FF
8111670A00FF
81116DAE00FF
Home Team Infinite Turbo
8111745200FF
81117AF600FF
8111819A00FF
8111883E00FF
81118EE200FF
No Shot Clock
8111317602D0

Nuclear Strike

Infinite Lives
Play Mission 1
Play Mission 2
Play Mission 3
Play Mission 4
Play Mission 5
Play Mission 6
800A5DF00009
800A5DF10000
800A5DF10001
800A5DF10002
800A5DF10003
800A5DF10004
800A5DF10005

Ready 2 Rumble

Infinite Health P1
810D9F780000
810D9F7A0064
810D9F780000
Infinite Stamina P1
810D9F7C0000
810D9F7E0064
No Stamina P1
810D9F7C0000
810D9F7E0000
Max RUMBLE P1
810D9F840000
810D9F860030
Never RUMBLE P1
810D9F840000
810D9F860000
Infinite Health P2
810DA7900000
810DA7920064
No Health P2
810DA7920000
Infinite Stamina P2
810DA7940000
810DA7960064
No Stamina P2
810DA7940000
810DA7960000
Max RUMBLE P2
810DA7A00000
810DA7A20030
Never RUMBLE P2
810DA7A00000
810DA7A20000
Infinite Time
Have All Characters
810E7596E10
5000125C0000
810EC9380000
5000125C0000
810EC93A0003
810EC932FFF

Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.

Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.



Slow Boat: WHATADRAG

Fast Boat: HYPERBOAT

Bathboat Boat: RUBADUBDUB

No Snags While Fishing: BAGDSNAGS

Unbreakable Line: SUPERSTRING

Large Fish: MONDOFISH

Less Fish: WHEREDFISH

Easy to Catch Fish: SUPERLURE

Fish More Active: HAPPYFISH

Catch at Lindler: FISHMAN (Instead of catching a regular fish, you will see a head with sunglasses, a hat, and fins)

No Penalties During Tournament: NOOPENALTY

Win Current Tournament: IWINIWIN

New Silly Games: SILLYSOUND

re-enter the appropriate code (this usually happens for the SNUFFLE code). Letter Key: N=Up-C; S=Down-C; E=Right-C; W=Left-C; U=Up; D=Down; L=Left; R=Right; A=A button; B=B button; F=Z button.)

Fat Legs: LARD

All Weapons: ARSENAL

Powerful Weapons: SNUFFLE

Bouncy Buildings: SURREAL

Mutant Mode: SUFFER

NBA Showtime:

Mascots: On the "Choose Option" screen, select the "Enter Initials" option. When asked to "Enter Name for Record Keeping," choose "Yes." Now put in the name and pin number for the team of your choice.

Hawks: HAWK/0322

Hornets: HORNET/1105

Bulls: BENNY/0503

Nuggets: ROCKY/0201

Rockets: TURBO/1111

Pacers: BOOMER/0604

Timberwolves: CRUNCH/0503

Nets: SLY/6765

Suns: GORILA/0314

Sonic: SASQUA/7785

Raptors: RAPTOR/1020

Jazz: BEAR/1228



screen, hold C-Up+C-Down+C-Left+C-Right+Z and press R. An arrow will appear to confirm correct code entry.

Bomberman 64

Here's where to find some of Bomberman's optional outfit parts.

Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge.

Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.

Extra Battle Mode Stages: Press START at the title screen. When the main menu screen appears, press START rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Bomberman Hero

Hidden Planet: To access Gossick, the hidden sixth planet, you must find all the Other-Dimension Bombs and earn five Gold Medals.

Gold Bomber: To get the Gold Bomber Option, you must complete the three bonus stages on the hidden planet Gossick.

Slider Race: To gain the Slider Race Option, you must get three Gold Medals.

Millian's Treasure Hunt: To open up the Millian's Treasure Hunt option, you must acquire six Gold Medals.

Buck Bumble

All Weapons: At the title screen, press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game begins, press A+B+R. You will hear a noise if it is done correctly (it only works in One-player Mode).

Level Select: At the title screen, hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

Refill Health and Ammo: Press A+B+R button while playing (you can only use this code if you have All Weapons on).

Bust-A-Move '99

Another World: At the title/menu screen, press the L button, Up, R button, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words, "Another World," will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Chopper Attack

King IO Chopper: Finish Mission 7 on the "Normal" level of difficulty.

Stingray Chopper: Finish Mission 8 on the "Expert" level.

Command & Conquer

Adjust Battle Screen: Hold L and press Up-C or Down-C to magnify and reduce the screen.

Cruis'n USA

Access Three New Tracks: On the "Choose Race" screen, highlight "US 101" and hold L+Left-C+Down-C to access Golden Gate Park. Highlight "Beverly Hills" and hold L+Up-C+Right-C. Highlight "Grand Canyon" and hold L+Right-C+Down-C to access San Francisco.

Lights and Sirens Code: First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move.

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-player Mode and select "Championship Race" on

Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Blast Corps

Blow Up Buildings Easily: Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "Doh!" Continue to hold the Z button until the object blows up.

Body Harvest

Enter your name as "ICHEAT" and start a new game. After you have entered the codes, a confirmation screen will appear. If the codes were confirmed but still do not work, you have to save the game, quit, then

Bug's Life, A

Level Select: At the ant hill off the main

After 30 seconds or so, a head will scroll by. Now, exit and get back to the "Car Select" screen. Choose either the bus or police car by holding Up-C, Left-C, and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights and sirens will activate.

New Vehicles: At the "Choose Car" screen, highlight any of the cars except for the red Ferrari (the trick doesn't work on this car). Once any of the others is highlighted (it will spin around), press and hold the Top, Left, and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep, or even a school bus! Keep holding these and press START to choose it.

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn: BLABBERMOUTH

Two-Player Adventure: JOINTVENTURE

All Balloons Are Yellow: BODYARMOR

Disable Weapons: BYEBYEBALLOONS

No Limit to Bananas: VITAMINB

Zap the Zippers: ZAPTHEZIPPERS

Ultimate AI: TIMETOLOSE

Maximum Power-Up: FREEFORALL

Start with 10 Bananas: FREEFRUIT

Big Characters: ARNOLD

Small Characters: TEENYWEENIES

Select Same Player: DOUBLEVISION

Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!

Play Arcade Donkey Kong Anytime: Complete DK's Barrel Blast inside Frantic Factory to make a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Doom 64

Cheat Menu: Go to the "Password" option and enter ?TJL BDFW BFGV JVVB. This will take you to the first level in the game. Pause the game and you will notice a new option, "Features!" Select this to find all you need to conquer the game!

Duke Nukem 64

To access the Cheat menu enter L, L, L, L, R, R, L, L at the title screen.

Monsters off/on: L, Left-C, L, R, Right-C, R, L, R.

Invincibility: R, R, R, R, R, R, R, R.

Items on: R, Right-C, R, L, Left-C, L, Right-C, R.

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeated-

ly. Each time you do this you will gain back points of energy.

Extreme G: XG2

To get any of these codes to work just get to the bike selection screen and press the R button to get to the "Customize" screen. Now move over to the "Enter Name" option, access it, and put in the passwords for the results shown below.

Cause Track to Spin: SPIRAL

Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2064

Wire Frame Mode: LINEAR

Unlimited Nitos: XXX

Overhead View: SPYEYE

Remove All Meters and Text from Screen: NOPANEL

Extra Boost of Speed and Acceleration: XCHARGE

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press button A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.

Silver Driver: Chrome

Gold Driver: Pyrite

Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)

Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.

Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.

Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

Fighting Force 64

Level Select & Invincibility: On the main menu screen, hold L button+Z button+

C-Up+Down-C. This will take you to the character select screen in a few seconds. From there you may press Left-C or Right-C to choose your beginning level. You will also begin the level with invincibility.

Forsaken 64

Unlimited Nitro Boosts: At the title screen where "Press Start" is scrolling, press B, B, R button, Up, Left, Down, Up-C, Left-C. The words, "Turbo Crazy On," will appear on the screen to confirm that it worked.

Fox Sports College Hoops '99

Enter the following codes at the "Secret Codes" screen under the options menu.

Big Head Mode: NOGGIN

Transparent Players: GHOST

Secret Court: Z-WOOD

Secret Team: TEAM-Z

Remove Bleachers and Crowd: NOFANS

Transparent Trails: TRAILS (Transparent trails will follow the basketball.)

Disable Shot Clock: BUZZ

Activate a 30-Second Game: THIRTY

Home Town Ref: HOMIE (Ref makes calls in favor of the home team.)

F-Zero X

All Vehicles, Tracks, and Difficulties: On the title screen, press START to get the mode select screen and enter L button, Z, R button, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!

Shrink Vehicles: On the vehicle selection screen, press and hold L+R button+Up-C+Down-C+Left-C+Right-C. The cars will shrink! Now the smaller cars will be at your disposal!

Color Change: On the vehicle customization screen, press the R button to change the color of your car. Keep pressing the R button until you get the color you want. Simple, but still cool.

Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

Gex 64

99 Lives and Every Remote: At the main menu screen, choose the "Load Game" option. On the next screen, choose "Password" and enter M758FQRW3|58FQRW4! as a password. You can see the results of the code immediately by pressing START to pause the game and then moving down to "Stats" and accessing it with button A. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Ultimate Password: Pick "Load Game," then "Password," then enter M758FQRW3|58FQRW4! (Be sure to include the exclamation point.)

Hidden Level: You can immediately access the N64-exclusive "Gecups Cousteau" (Titanic) level without having any remotes. When you first start the game, go straight ahead to the arch that you can climb on. Go halfway up the left side (the level will turn upside down), stop, and go forward off the ledge. If you did this correctly, it should let you walk off the edge and onto the top of the arch, where you will see a platform. Jump onto this platform, and it will take you to the entrance of the level.

Glover

To use the following codes, press START to pause the game while playing. Enter the following C-button combinations while it is paused.

Infinite Life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C.

Speed Up Spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C.

Become-a-Frog Spell: Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C.

Secret Cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C.

Call Ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C.

Check Points: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C.

Death Spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C.

Low Gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C.

Shrunken Characters

Army Men: Sarge's Heroes

Mini Mode: Enter DRVLVSM as a password.

Ken Griffey Jr's Slugfest

Tiny Players: Go to the "Create A Player" option and type CODE for the first name and LITTLELEAGUE for the last name. You will hear a confirmation sound to tell you that it worked.

NBA Jam 99

Itty Bitty B-ball Players: After pressing START in the middle of your game, press L button, L button, Left-C, L button, L button, Left-C, L button, L button, Left-C, L button, Left-C.

Turok 2: Seeds of Evil

Put in this code at the "Enter Cheat" option on the main menu screen, or when paused. Access the "Enter Cheat" option, then enter the "Cheats" option to turn it on.

Tiny Turok: PIPSQUEAK

Shift Camera to the Left: Right-C, Down-C, Right-C, Down-C, Up-C, Right-C, Left-C.

Big Glover Spell: Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C.

Frog Spell: Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C (turn people into frogs by pressing R).

Open Portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C.

Locate Garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C.

All Cheats off: Down-C, Down-C.

GoldenEye 007

Time Codes: Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:

Level 1: Dam-Paintball Mode-Secret Agent-2:40

Level 2: Facility-Invincibility-oo Agent-2:05

Level 3: Runway-DK Mode-Agent-5:00

Level 4: Surface-2x Grenade Launcher-Secret Agent-3:30

Level 5: Bunker-2x Rocket Launcher-oo Agent-4:00

Level 6: Silo-Turbo Mode-Agent-3:00

Level 7: Frigate-No Radar (Multi)-Secret Agent-4:30

Level 8: Surface2-Tiny Bond-oo Agent-4:15

Level 9: Bunker2-2x Throwing Knives-Agent-1:30

Level 10: Statue-Fast Animation-Secret Agent-3:15

Level 11: Archives-Invisibility-oo Agent-1:20

Level 12: Streets-Enemy Rockets-Agent-1:45

Level 13: Depot-Slow Animation-Secret Agent-1:30

Level 14: Train-Silver PP7-oo Agent-5:25

Level 15: Jungle-2x Hunting Knives-Agent-3:45

Level 16: Control-Infinite Ammo-Secret Agent-10:00

Level 17: Caverns-2x RC-P90s-oo Agent-9:30

Level 18: Cradle-Gold PP7-Agent-2:15

Level 19: Aztec-2x Lasers-Secret Agent-9:00

Level 20: Egyptian-All Guns-oo Agent-6:00

Bond Photos (GameShark): This GameShark code reveals pictures, on the selection screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you

Goal!**FIFA Soccer 64**

Easy Win: During the match, pause and access the "Controller Select" option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's goal. Repeat this process until you have enough points. Before the match ends, make sure you switch back to the winning team. You are assured to win every time!

International Superstar Soccer 64

New Teams: There are two ways you can find the hidden teams. You can either play through and beat the entire League Mode, or go to the title screen and put in the following code: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button, and press START. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

World Cup '98

Hidden Team: From the team selection screen, access the "Team Management" option. On this screen, choose the "Customize Player" option. Type BuryFC as a name of any player. The names of the England team then become Creations Football Team and Development Team for World Cup.

like). Then enter A00zB19B oo__ as a password. For the two spaces, enter 01 to see Roger Moore, 02 to see Timothy Dalton, or 03 to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor: Once you finish every single level in the game on the oo Agent difficulty setting (plus bonus levels 19 and 20), a special 007 Mode will open. This is an "Editor" screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy, and Enemy Reaction Speed!

Same Player in Multiplayer: Plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the "Multiplayer" screen and unplug controllers three and four. Have players one and two choose the players where three and four were. Go back to the "Multiplayer" screen once again and plug players three and four back in. Be sure to change the "Player" option back to four. Now when you begin your match, there should be two of the same character!

Hexen 64

Cheat Menu: Go into the game and press START to pause. At the "Pause" screen menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" option will appear underneath the other options. Access this option and you will see some faded, dark red options

that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat menu.

God Mode (Invincibility): Left-C, Right-C, Down-C.

Clipping (go through walls): Up-C 20 times, Down-C,

Visit (level select): Left-C, Left-C, Right-C, Right-C, Down-C, Up-C,

Butcher (instant enemy death): Down-C, Up-C, Left-C, Left-C.

Health (100 percent health boost): Left-C, Up-C, Down-C, Down-C.

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.

Mirrored Tracks: Z, R, Z, R, Z, Z.

TowJam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.

Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.

Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-

Down, C-Up.

Race at Night: C-Up, C-Up, C-Down, C-Down, C-

Left, C-Right, C-Left, C-Right.

Iggy's Reckin' Balls

These codes will get you all the tracks and balls without beating the game! On the title screen, hold the Z button and then press the top R button. The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown.

All Balls (except Iggy's girlfriend): HAPPYHEADS

All Tracks: THEUNIVERSE

Ken Griffey Jr.'s Slugfest

Go to the "Create A Player" option and type "Code" for the first name and one of the following for the last name. A confirmation signal will sound.

Weeble Wobble Player: WEEBLEMAN

Big Heads: BIGGHEDZ

Thin Players: TOOTHPICK

Invisible Players: INVISIBLEMAN

Tick-Bodied Players: THETICK

Big Feet: BIGFOOT

Flat Team: STEAMROLLED

CPU vs. CPU Game: CPUVSCPU

Fireworks Show: Choose any of the teams on exhibition mode, and press Z to view the stadium when the "Stadium Select" appears. Now press the R and Z buttons when viewing the stadium and fireworks will appear behind home plate.

Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat press Left, Left, Right, Right, Right, Left, and Left on the Control Pad. You must make contact with the ball after you enter the code to get a home run.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess

Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser, and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you, and throw a bomb right back at you!

Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. Note: If you cover a needed weapon, you may not get it back!

Lode Runner 3D

World Select: While in a level press START to pause the game and hold the Z button. While holding Z, press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound and the option "Unlock Worlds" will appear. Highlight the option and turn it to "Yes" to access all the worlds.

Mace: The Dark Age

These tricks will give you extra characters in the game and another trick as well! Just follow the methods for the results shown below:

War Mech and Ichiro: When the "Legal" screen appears, press Down, Right, Up, Left. You will hear a sound, and you may now choose them from the character select screen.

Grendal: Win three matches against three human opponents. After three wins, go back to the character select screen and press and hold START on the Executioner. Choose him with button A or B.

Ned the Janitor: On the character select screen, press the START button on the following characters in this order: Koyasha, Executioner, and Lord Deimos. Then go to Xiao and press the A or B button.

Pojo the Chicken: Choose Taria and defeat a human opponent with her Execution move (stand about Foot Sweep-distance away, hold the Strong button and let go). Before the next match, press START on Controller Two. Back at the character selection screen, move down to Taria's profile and hold the START button. Pojo will appear in place of Taria! Keep holding the START button and press A or B to choose the chicken. On this screen, player two may also pick Pojo by holding START on Taria's profile.

Small Mode: Here's a fun cheat to enter in this game that will enable you to fight as small characters. While playing in VS. Mode (both controllers plugged in) go to the character select screen. Highlight and press the START button on each of these characters in this order: Takeshi, Al' Rashid, Ragnar, and Xiao Long. After doing so and if time permits, you may choose a different character. Then when you begin the match, you should start off in Small Mode!

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.

20-Yard First Downs: FIRST20

100-Yard Passes: PIGSKINSFLY

More Injuries: PAINFUL

More Interceptions: PICKEDOFF

Less Sacks: QBINTHECLUB

Less Penalties: REFISBLIND

Weird Scoring Rules: DRBENWAY

Dodge City Stadium: WILDWEST

EA Sports Stadium: ITISINTHEGAME

Tiburon Stadium: WEPITITTHE

All-Madden Team: TEAMMADDEN

EA Sports Team: WEARETHEGAME

Industrials Team: INTHEFUTURE

Marshalls Team: COWBOYS

Magical Tetris Challenge

Line Clear Graph: Here's a hidden feature that's not mentioned in the manual for Magical Tetris Challenge's Endless Tetris Mode. Begin a game in Endless Mode and press A+B simultaneously while playing.

Mario Golf

Password Screen: At the main menu, highlight the option labeled "Club House" and press Z+R+A at the same time.

Toad Highlands Tournament: Put in KPXWN9N3 as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.

Left-Handed Golfers: On the character select screen, hold the L button and choose a character.

First Camp Hyrule Cup: Enter oEQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyrule Cup: Enter 5W689O6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, C-Left, C-Right, C-Right, C-Left, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.

Turn into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.

Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down.

Slow CPU Cars: C-Right, C-Up, C-Left,

C-Down, C-Right, C-Up, C-Left, C-Down.

Quit Race and Win: Press Z+C-Down. Note: This code doesn't work in time trials.

Change Camera Angle: Hold Z and press Up, Down, Left or Right.

Change Camera Zoom: Hold Z and press L or R.

Turn Player into Computer Drone: Hold Z and press C-Left.

Cheat Codes: Enter these codes while the game is paused. A beep will confirm the code. To disable a code, simply re-enter it.

Mike Piazza's Strike Zone

Access these codes by first entering L,R,L,R on the "Today's Game" screen (except where noted).



Alternate Skies: Right-C, A, Z, Up-C, L, R, Z.

Aluminum Bats: R, A, Z, B, A, L, L.

Red Bats: R, Down, B, A, Right.

Blue Bats: B, L, B, A, Right.

Crazy Ball: Right-C, A, Z, B, A, L, L.

Crazy Pitch: Right-C, A, Z, Up-C, R, B.

Credits: Enter the following code at the Title Screen to enable a "Credits" option: R, A, Z, R, Right-C, A, B.

Devil's Thumb Stadium: Right (D-Pad), A, Up-C, L, A.

Easy Home Runs: L, A, Down (D-Pad), R.

Easy Steals: Left-C, A, Down (D-Pad) Up-C, Z.

Mission: Impossible

Enter all of these codes during the mission (level) select screen. After you enter a code correctly you will hear Ethan say, "There, that's better."

Uzi with 30 rounds: Right-C, Left-C, Right-C, Down-C, R.

Mini-Rocket Launcher with 30 rockets: R, L, Left-C, Right-C, Down-C.

7.65 Silencer with 50 rounds: Up-C, L, Right-C, Left-C, Up-C.

9mm HI POWER with 30 rounds: R, L, Down-C, Up-C, Up-C.

MLB Featuring Ken Griffey Jr.

Pitcher Dance: When you are pitching, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up before you throw a pitch. Your pitcher will then dance right on the mound!

Home Run Griffey: Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press Left, Left, Right, Right, Right, Left, Left. Once you enter this, he will point his bat to the stands. The next hit should be a home run!

Win the World Series: To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice. Go to the stadium select screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration!

Blow Up the Batter: When you are up to bat, press Right, Left, Down, Right, Left, Up, Right, Left, Down. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

Monster Truck Madness 64

Enter these passwords for the results shown below.

Low Rider Trucks: YRDR (All of your trucks have low rider wheels.)

Unlimited Missiles: Y_WNT_T (While playing a game, press Left to fire the missiles.)

Gut Noises: BRPS (While playing a game, press Up to hear various burping noises.)

Programmer Textures: JMPNG (This will change all the game's ground textures into black and white pictures of the game's programmers.)

Strange Mode: JMPR (You will see a change in the graphics.)

Mortal Kombat 4

Cheats Menu: From the main menu, access the options. In the options screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 10 seconds, or until a secret menu appears. Once you see the secret "Cheats" menu, you will be able to turn on and off end-

ings, fatalities and level fatalities!

Play as Goro: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up three times and Left once (highlighting Shinnok). Next, press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro!

Play as Noob Saibot: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

Mortal Kombat: Mythologies

Go into the "Password" option and enter any one of the codes as shown. If you do the arms and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.

10 Vitality Urns: NXCVS2

1,000 Lives: GTTBHR

View Credits: CRVDT5

Ultimate Cheat: ZCHRRY

Exploding Boss: RCKMND

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, L button, Z, Z.

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties, and the Nintendo Gamers.

NBA Jam '99

These codes are to be entered after pressing START to pause in the middle of the game.

Automatically Make Your Next Shot: L button, L button, C-Up, L button, L button, C-Up, L button, L button, C-Up, Z.

Dunk From Anywhere: L button, L button, C-Down, L button, L button, C-Down, L button, L button, C-Down, Z.

Super Push: L button, L button, Up, L button, L button, Up, L button, L button, Up, Z.

Tie the Score: L button, L button, Down, L button, L button, Down, L button, L button, Down, Z.

Turn Team on Fire: L button, L button, Right, L button, L button, Right, L button, L button, Right, Z.

Cancel Activated Cheats: L button, L button, Left, L button, L button, Left, L button, L button, Left, Z.

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot, and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated.

Paperboy

SCREAM

Newspapers Are Huge: SUNDAY

Unlimited Newspapers: NOBUNDLE

See Every Headline: HEADLINE

Paperboy Can't Get Hit: INVINC

Choose Your Level: MAXSUBS

Super Jump Springs: ALLJUMP

High Jump: MOON

Tiny Paperboy/Papergirl: LITTLE



ed by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).

Tournament Mode: 1-1-1 Down

Show Shot Percentage: 0-0-1 Down

Show Hotspot: 1-0-0 Down

No Hotspots (2p must agree): 2-0-1 Up

Big Head Mode: 2-0-0 Right

Team Uniform (2p must agree): 4-0-0 Right

Alternate Uniform: 4-3-0 Right

Midway Uniform: 4-0-1 Right

Home Uniform: 4-1-0 Right

Away Uniform: 4-2-0 Right

New Tetris, The

Turbo Mode: Select Single Player Mode, enter zFAST4U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.

Turbo CPU Mode: Select Single Player Mode, enter Al2EZ4U as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.

Music Kaleidoscope: Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select Single Player Mode, enter HALUCI as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. Note: The Nintendo 64 must be reset to quit this mode.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name: BRAIN Pin: 1111
(Brain)Name: FORDEN Pin: 1111
(Dan Forden)Name: SKULL Pin: 1111
(Skull)Name: TURMEL Pin: 0322
(Mark Turmell)

Cheat Codes: At the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. Note: More than one code may be activated per game.

Invisible: 4-3-3 Up.

Big football: 0-5-0 Right.

Big head: 2-0-0 Right.

Huge head: 0-4-0 Up.

No head: 3-2-1 Left.

Headless team: 1-2-3 Right.

Team tiny players: 3-1-0 Right.

Team big heads: 2-0-3 Right.

No play selection (Teams Must Agree): 1-1-5 Left.

Show more field (Teams Must Agree): 0-2-1 Right.

No CPU assistance (Teams Must Agree): 0-1-2 Down.

Power-up speed (Teams Must Agree): 4-0-4 Left.

Hyper blitz (Teams Must Agree): 5-5-5 Up.

Smart CPU opponent: 3-1-4 Down.

Tournament mode (2P Game): 1-1-1 Down.

Always quarterback (Requires two human teammates): 2-2-2 Left.

Always receiver (Requires two human teammates): 2-2-2 Right.

Old day stadium: 5-0-1 Up.

Day stadium: 5-0-1 Down.

City stadium: 5-0-1 Left.

Old night stadium: 5-0-2 Up.

Night stadium: 5-0-2 Down.

Future stadium: 5-0-2 Left.

Old snow stadium: 5-0-3 Up.

Snow stadium: 5-0-3 Down.

Roman stadium: 5-0-3 Left.

Grass field: 3-0-2 Up.

Asphalt field: 3-0-1 Up.

Dirt field: 3-0-2 Up.

Astroturf field: 3-0-3 Up.

Snow field: 3-0-4 Up.

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in VZRFTMQ2G8SQ. Now, on the "Choose Mission" screen, you can choose up to 12 different missions!



Fog on: 0-3-0 Down.
Thick fog on: 0-4-1 Down.
Snowy weather: 5-2-5 Down.
Rainy weather: 5-5-5 Right.
Night game: 0-2-2 Right.

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.

Rugby Mode: RGBY
More Injuries: HSPTL
Big Football: BCHBL
Flubber Ball: FLBRR
More Fumbles: BTTRFNGRS
Large Coin at Toss: BGMYN
Players on Fire: HSFR

NHL 99

More Speed: FASTER
No Goalies: PULLED

NHL Breakaway '99

All Cheats: At the main menu screen, quickly press C-Left, C-Right, C-Left, C-Right, R, R, A. A "Cheat Menu" option will appear below the other menu items. Access this option to change the player types, sizes, checks, and glass break percentage.

Nightmare Creatures

Cheat Menu: Access the "Password" option from the main menu and enter Left, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down. A cheat menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge

El Cajon Track: On the track selection screen, hold Up on the Control Pad and press the L+R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button.

Flagstaff Track: On the track selection screen, hold Left on the Control Pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button.

Guadalupe Track: On the track selection screen, hold Down on the Control Pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.

Monster Trucks: On the truck selection screen, press one of the following C button combinations to get the alternate Monster Truck.

Thunderbolt: Left-C.
The Crusher: Right-C.
4x4 Monster: Up-C.
Punisher: Down-C.

Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission 0."

Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter BVGGY on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.

Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)

Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)

Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)

Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)

New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, and then quickly press A. If you did it enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for \$500 instead of \$1,000 by pressing Right instead of Left.

Revolt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

Roadsters

Enter any of these passwords as the driver's name on the driver select screen to active the trick. Make sure you keep the upper and lower case letters intact as well as the spaces to make the code work. If you want to enter another trick, press Z and rename the driver again. All codes will stay active until you enter CheatsOff as the driver's name.

Race Circuits Backwards: Anyway (This allows players to race the circuits backwards without winning the second and first division championships.)

All Cars, Divisions, and Circuits: Gimme ALL (This gives you access to all the cars from any division and circuits.)

Quick Cash: fastBUCKS (This will give you \$250,000 instead of \$40,000 after you begin the Roadsters Trophy.)

Quick Cash 2: EasyMoney (This will give you \$1,000,000 instead of \$40,000 after you begin the Roadsters Trophy.)

Division Wins: _Trophies (This gives you second and third division championship wins

after you begin the Roadsters Trophy. Now you can race in any division! Note: There is a space before the T.)

Squeaky Voices: Smurfing

Huge Wheels: BigWheels

Star Wars Vehicles: Skywalker (The cars will look like "Star Wars" styled hover vehicles.)

RC Cars: Car Radio (The cars will become small, like radio controlled cars. There are no drivers and the action will be seen from the angles of the replay camera.)

Bird's Eye View: Chopper (This will give you a top-down view of the action as if filmed from a helicopter.)

Resolution: Extra rez (This will give you the option of changing the resolution in the "Options" menu. Note: This only works if a RAM Expansion Pak has been installed.)

Cheats off: CheatsOff (This turns off all of the active cheat codes.)

Rush 2: Extreme Racing USA

At the Setup screen, hold L+R+Z. While holding these, press all four C-buttons. A cheat menu will appear where you can access the tricks below.

Mass: Highlight "Mass" and hold L+R and press Up-C, Down-C, Left-C, Right-C.

Killer Rats: Highlight "Killer Rats" and hold L+R and press Z, Z, Z, Z.

New York Cabs: Highlight "New York Cabs" and press R, L, Z, Up-C, Down-C, Up-C.

Resurrect in Place: Highlight "Resurrect in Place" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

Frame Scale: Highlight "Frame Scale" and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

Tire Scaling: Highlight "Tire Scaling" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.

Auto-Abort: Highlight "Auto-Abort" and quickly press Up-C four times.

Game Timer: Highlight "Game Timer" and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

All Cheats: Highlight any cheat option and press L+R+Z+C-Up+C-Down-C-Left+C-Right repeatedly until each cheat becomes selectable.

Tag Mode: Choose the Practice Mode with two players. Then, after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will appear on the second player's half of the screen. The player who is not "It" becomes "It" when his car is hit by the other player, or is destroyed. A timer will keep track of how long the current player has been "It."

San Francisco Rush

Back Tire Size: Press and hold Right-C, then Left-C, release and reverse.

Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.

Drive Burning Hulk: Hold Up-C and press Z, Z, Z.

Front Tire Size: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.

Turn Car Into Mine: Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.

Secret Alcatraz Level: Go to the "Start game" menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option. The "Enter Code" option will flash. Choose this option and put in this password as fol-



lows: 8DP5KG5L4G59P G92WCQYoDRDQ. After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a celebration screen and the code to get the Formula 1 car. On the car select screen: Hold Left-C, then Z and release them. Press Left. On the setup screen: Hold Up-C, then Z and release them. Press Up. On the car select screen: Hold Down-C, then Z and release them. Press Down, L button, R button. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

S.C.A.R.S.

On the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.

Crystal Cup: LGSSX

Diamond Cup: CRKYY

Zenith Cup: DZPKKK

Master Mode: PXPRTS

Scorpion Car: SDSSRT

Cobra Car: TRTLL

Cheetah Car: NRNNRR

Panther Car: YMSTTR

All Cars and Tracks: WLLVDD

Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

Snowboard Kids

Hidden Stage and Cool Colors: On the title screen, press Z, B, C-Up, Down (D-Pad), Left (Analog Stick), Right (Analog Stick), Up (D-Pad), R, Z, A. You will hear an evil laugh if it is done correctly. Once you do this, you will open up the ability to use all the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

South Park

All Characters in Multiplayer: From the main menu screen, choose the "Enter Cheat" option. On the "Secret Decoder" screen, enter OMGTCKYB and press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the "Character Select" option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay All!

Ultimate Cheat and More: BOBBYBIRD

Level Select: THEEARTHMOVED

Skinny Characters: VEGGIEHEAVEN

Big Headed Characters: MEGGANOGGIN

Credit Cheat: SCREWOUGUYS

Infinite Ammo: FATTERKNACKER

All Weapons: FATKNACKER

Invincibility: ASSMAN

Pen and Ink Mode: PLANEARUM

Space Station Silicon Valley

Hidden Level: From the saved game select screen, press Down, Up, Z button, L button, Down, Left, Z button, Down. If you did it correctly, you will hear a "ping" sound. Select your saved game and the Zone Select ring will appear. Press Left to back up one zone and you will see the hidden level!

Star Fox 64

Find Secret Areas and Warps: Go to Sector Y in Corneria and your wingman, Falco, will be attacked by three ships. The easiest way to take them out is with a homing blast by holding the fire button and then letting it go on

the middle ship. This will destroy the others as well. After a little while, you will see arches made out of rocks. Make sure you go underneath each arch. Falco will then lead you into the waterfall (where you couldn't go before) to fight a different boss. After defeating him, you'll head to Sector Y.

Warp to Titania: When you're in the meteor field Mateo, make it past the checkpoint and soon you will see rings made of light blue triangles. Go through all seven to warp into a strange world full of power-ups.

Warp to Sector Z: At around the halfway point of Sector X, move to the left side of the screen and stay in that general area. Eventually, you'll have a choice of the direction of two arrows. Pick the left one and soon you will be faced with a few gray/white rectangular gates. Shoot these constantly until they turn red, then they will open (This is nearly impossible with anything other than the Blue Double Laser, so make sure you have this weapon before getting to this point). Once you have passed through the last gate, you will warp! Avoid the rotating shapes and shoot the enemies to survive in this alternate world.

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode, and Edit Vehicle Stats!

Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R+Z again to de-activate the auto pilot and get back full control of your racer.

All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L+R. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.

Insult the Favorite: Press and hold the Z button before starting a race.

Star Wars: Rogue Squadron

Naboo Fighter: Enter HALIFAX? and ignore the incorrect entry sound. Next, enter !YNGWIE! as a second passcode and a Naboo Starfighter from Star Wars Episode 1: The Phantom Menace will be between the X-Wing and V-Wing at the ship selection screen. The new fighter will be available in any mission that does not require a Snowspeeder or T-16 Skyhopper. To disable the code, enter HALIFAX? as a first passcode and anything else as

Xena Warrior Princess: Talisman of Fate

For each trick, first go to the main menu screen and quickly press Right, Right, Left, Left, Right, Left, Right. You will hear a sound. Then enter the codes as shown. You will hear a sound when the code is complete.

Xena VS. Gabrielle (Hope) in Quest Mode: C-Left, C-Left, C-Left, C-Left.

Despair Is a Playable Character: C-Left, C-Right, C-Left, C-Right.

Higher (Titan) Difficulty Level: C-Up, C-Down, C-Up, C-Down. A new difficulty setting called "Titan" will replace "God" difficulty.



a second passcode.

Star Wars: Shadows of the Empire

Powerful Debug Code: Enter your name as _Wampa_ _Stompa_ (One space before Wampa, two spaces before Stompa). Begin playing a level and press START to pause. Now press and hold the following buttons simultaneously: L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-Pad. With all of these held, press the Analog Stick halfway to the Left and wait until you hear a low beep. Now press halfway to the Right and wait for the low beep again. Press halfway to the Left again and wait for the beep, and then again halfway Right. Do it once more halfway Left. If done properly, you should see pink text above all the other options on the top of the screen. Use the L and R buttons or Left and Right on the D-Pad to switch between the available debugging options such as "Invincibility," "50 lives," "Get All Stuff," "Antialiasing," "Texture," "Lighting," "Fog," "Next Level," "Kill Dash," and much more! Resume your game to take advantage of any of the "Debug" options. To get the Debug menu again, pause the game and press L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-Pad. With all of these held, hold halfway Left on the Analog Stick and the debug text will reappear.

Superman

Mission Select: First begin a one-player game and play until you get the option to save the game on the Controller Pack. Save the game, then reset. Select "Load Game" from the main menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold L+B for approximately one second, then press A. A mission selection screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the option screen from the main menu.

Super Mario 64

Baby Penguin Tricks: The baby penguin that you find on the top of Stage 4 can do tricks. One of the strangest things you can do is perform a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice slope, but it's very hard to do.

Mother Penguin: Here's a quick shortcut to

get right to the mother penguin. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Just pick up the baby and proceed straight to the mother, who shouldn't be too far away from where you will land.

Red Slide Trick: Enter Door #1 on the upper level of the castle, then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!

No Obstacles: There is a grandfather clock right before you enter Course 14. Wait until the hands are at 1:00 and enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will disable.

Turtle Shell Tactics: There are some facts about turtle shells that few know about. While in the Lava Stage, you can get several 1-Ups by traveling on the lava. Remember, though, it is only obtainable on Stars 1-5. It can travel on the quicksand on the Desert Stage, or water surfaces. By rapidly jumping on steep surfaces, you can climb almost anything using the turtle shell, making it totally possible to go anywhere on any stage.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.

Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Tetrisphere

Go to the "New Name" screen and press L, Right-C, Down-C to bring up the secret characters for use on the "Password" screen. Use the A button to select the letters. Now enter the following cheat codes for various results:

A Hidden Lines Game: LINES

View the Credits: CREDITS

Secret Music: G(Alien Head)/MEBOY
Level Select (from secret characters):
 Saturn, Spaceship, Rocket, Heart, Skull.

Top Gear Rally

These first two codes must be done while in a race.

PlayStation Mode: B, L, R, U, L, Z, R.
Rainbow Mode: C Down, Z, B, U, U, R.
Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons, press all four C buttons, and press either Up or Down. After you do that, hold the L and R shoulder buttons and press either Up or Down, then press any C button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the car selection screen.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs: Hold L+R+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.

Big Head Mode: UBERNOODLE
Stick Mode: HOLASTICKBOY
Big Hands and Feet Mode: STOMPTEM
Pen and Ink Mode: IGBTABFA
Gouraud Mode: WHATSATEXTUREMAP
Juan's Cheat: HEEERESJUAN
Zach's Cheat: AAHGOO
Blackout Cheat: LIGHTSOUT
Frooty Stripe Characters: FROOTSTRIPE
Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.

Co-op Single Player Levels: Note: Must have "Unlock All Cheats" opened for the desired level.

Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes for the results as shown.

Reduced Gravity: A_MOON_GETAWAY
No Enemies Present: POPULATION_OUT

No Damage: LIVING_FOREVER
All Ending Movies to Play in Sequence: LONG_SLIDESHOW
Choose the Same Car or Enemy Car in 2P Quest: MIX_MATCH_CARS
Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED
Unlock the Flying Saucer: GIMME_DA_ALIEN
Unlock Hidden Levels: LEVEL_SHORTCUT
Enhanced Missile: MISSILE_ATTACK
Hardest Difficulty: I_AM_TOUGH_GUY
Slow Motion Mode: GO REALLY_SLOW
Ultra High-Res Display Mode: MAX_RESOLUTION
No Weapon Delay While Firing: FIRE_NO_LIMITS
Unlock Everything: JTBT7CFD1LRMGW

V-Rally Edition '99

Cheat Options: When you are at the screen that says "Press Start," enter L+R, C-Left, C-Right, L+R, START. Now on the main menu screen, hold Z and press L. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time, and more!

Wayne Gretzky Hockey '98

Get Bonus Teams: Go to the "Options" screen. Hold L button and press C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left. If done correctly, the new teams will be available right away.

Choose Your Opponent: Highlight the team you want to play against and press C-Right, C-Right, C-Right. If done correctly, you will hear a click.

Nonstop Fighting: At the "Options" screen hold the L button and press C-Right, C-Left, C-Left, C-Right, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left. If done right, you'll get in a fight every five to 20 seconds.

WCW Nitro

All of these codes are to be entered at the title screen.

Balloon Heads: Left-C(7), L, Z. Damage to wrestlers makes their heads swell.

Big Heads, Hands and Feet: R(7), Right-C, Z.

All Wrestlers: Right-C(4), Left-C(4), R(4), L(4), Z.

Extra Rings: Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z.

Big Heads: Right-C(7), R, Z.

Dance Move: First you must unlock the extra rings to do this trick. Choose the Disco Ring from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WCW/nWo Revenge

Nitro Arena Trick: When fighting in the entrance way, throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.

Playable Managers: Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the third and fourth Controllers and you will take control of the managers.

Play as THQ Man: Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. nWo.

Steal Opponent's Taunt: Rotate the Analog Stick counter-clockwise. For example, if do this when you're playing Goldberg against

Disco Inferno, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

Wetrix

Change Floor Sets: If you complete all 16 practice rounds, the background color of the main screen will change to red. Go to the options screen and you'll see a new option called "Floor." This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Down, and press START. Now Trial Mode will be available. You can play any level in the game in this mode.

Open All Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Down, and press START. This will give you access to all the characters, including the bosses!

Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L button and press START. You will hear a gunshot if entered correctly.

WipeOut 64

All Ships: At the main menu hold Z+L+R. Quickly press Down-C, Down-C, Down-C, Down-C, Right-C, Up-C, Left-C. After you enter the code, you'll see a green flash on the screen.

Infinite Energy: Hold Z+L+R while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.

Infinite Weapons: Hold Z+L+R while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the G2 Circuit menu. It says, "Teams/Even Select," "Save Game," and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, B, C-Down, A, Right, START. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.

WWF Attitude

In Win European Belt Mero and Sable: This unlocks the sexiest woman in wrestling and a dopey complementary wrestler.

Squeaky Voices: This option makes the announcers' voices even more annoying than they already are.

Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of heftiness.

Win First Round of "King of the Ring"

Kurrgan and Taka: Brings about two tough and entertaining wrestlers. Taka's the pick of this litter, though.

Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.

Win Intercontinental Belt Jaqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sable.

Extra Attributes: You'll have three more points for your created wrestlers, which makes 39 points in all!

Big Head Cheat: You'll have access to big noggins for all the wrestlers with this on.

Win Royal Rumble Paul Bearer and Jerry "The King" Lawler: Two more to choose from.

Win Heavyweight Belt Beep Mode: Bleeps out the potential profanities.

Head: Al Snow's mannequin head is now a wrestler.

Ego Cheat: Wrestlers' heads grow as the crowd praises them.

WWF Warzone

Once you've opened one of the features or modes, press L, then the R button at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!

Random Wrestler: On the character selection screen, hold Up and press Block.

Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.

Access Dude Love and Cactus Jack: Beat WWF Challenge on "Normal" with Mankind.

Burp and Fart Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty. Whenever you get hit or hit someone, you'll hear a burp or a fart!

Goldust's Extra Costumes: Beat WWF Challenge on Normal with Goldust to get more costumes.

Ladies Night Mode: Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode: No Wimpy Mode.

Disable Blocking: Beat WWF Challenge with Faarooq or Ken Shamrock.

Cool Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.

Play as Sue: Beat WWF Challenge with Owen or Bret Hart to access Sue the ring girl.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.

Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.

Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.

Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.

Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.

Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.

Paul Bearer: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.



GameShark Codes

40 Winks

Ruff Infinite Zs	800B06AC03E7
Ruff Infinite Moons	800B06A803E7
Ruff Infinite RTs	800B06B403E7
Ruff Infinite Lives	800B06AE03E7
Infinite Cogs	800B06AA03E7
Infinite Furbys	800B06B6003D
Infinite Air	8002B8CE2400
Infinite Costume Time	8002C4522400
All Dream Keys	8009059CFFFF
All Dream Keys	500000C020000
All Winks	8009059CFFFF
All Levels Unlocked	500002020000
All Levels Unlocked	80090596FFF
All Winks	500003020000
	8009058CFFFF

Big Air

Max Score P1	8007BC1CFFFF
Time Reads 00:00:00	8006AB940000
Big Ol' Bass: Fisherman's Bait 2	800C11242710
Infinite Time	8000CF680009
Infinite Credits	8000CF680009

Blast Radius

Enable Code (must be on)	
	D0024DA001CD
	0024DA22400
	D0024DC001CD
	80024DC22400
Infinite Energy	800EF16A0060
Infinite Fuel	800EDA7E0064
Infinite Shields	800EF16800C8
Infinite Secondary Weapon	
	800EF17203E8
Max Credits	800AB724967F
	800AB7260098

Boombots

Infinite Health P1	8009F7A00400
No Health P1	8009F7A00000
Infinite Health P2	8009F7A20400
No Health P2	8009F7A20000
Enable All Characters	8009F820FFF
Enable All Levels	8009F822FFF

Bust-A-Move '99

P1 Always Has Guide	D0056B880002
	80056B880082
P2 Always Has Guide	D0056B8C0002
	80056B8C0082
Infinite Time	80056E460009
Max Score P1	8009D790FFF
Max Score P2	8009D87CFFFF

Disney's Mulan

Animated Storybook

Infinite Rope	D0033FC68FB1
	301AA9700019

Dukes of Hazzard

Infinite Body Damage	D00570140630
	800570162400
Infinite Tire Damage	D0056F8C0074
	80056F8E2400
Infinite Items on Pickup	D00563B006F4
	800563B22400
Infinite Time	D0066CC00414
	80066CCE2400

Dune 2000

Infinite Spice	800E091CFFFF
Max Spice	800E091C967F
	800E091E0098
Building Structures Cost Nothing	800E062CFFFF
Instant Build Structures	800E06325A00
Building Units Cost Nothing	800E063CFFFF
Instant Build Units	800E06425A00
Instant Upgrade	800E06E259FF



PlayStation

3 Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.

Unlock All Exhibition Tracks: VOYEUR

Unlock All Freestyle Tracks: TRIXXY

Unlock All Alien Characters: ASTROMEN

Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)

Unlock Bink the Alien Skateboarder: BINK

Unlock Red the Car: REDCAR

Unlock Dominique: DOMINIQUE (Dominique is a monster with 95% in all attributes.)

Unlock Nyub the Alien Rollerblader: NYUB

Unlock White the Car: WHITECAR

Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)

Unlock Geep the Alien Biker: GEEP

Unlock Blue the Car: BLUECAR

40 Winks

First, press START to pause the game and then press and hold the SELECT button while quickly entering these codes.

All 40 Winks: Left, Down, Right, Right, Right (You must do this code while you are in the house).

All Dream Keys: Circle, L1, L2, L1, L2 (You must do this code while you are in the house).

All 10 Moons: Up, L2, Left, R2, Left.

All 50 ZZs: Right, L1, Up, R1, L1.

All 40 Cogs: Down, R2, L1, Up, R2.

Big Head: L1, Up, Right, L2, Up.

Akuji: The Heartless

Debug Mode: Press START to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug menu to appear. You can choose many options, including your starting level!

Invincibility: Press START to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRU-INS! depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!

Extra Car Options: Begin a race and press START to pause. Select "Race Statistics," then press and hold: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Area 51

Play as Krohn Hunter: Begin a game and shoot the first three members of the S.T.A.R.R. squad (the second will be running across the screen and is the most difficult of the three). If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of an alien!

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START.

Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.

Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.

Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.

Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).

All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle, Circle

Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square, Circle

Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L1 to activate that cheat).

Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle,

Square, X, Triangle.

99 Lives: Up, X, Down, Triangle, Left, Square,

Right, Circle.

Invincibility: Down, Down, Up, Up, Circle,

Square, Triangle, Triangle.

Auto Destruct

During a mission, go to the Cheat Menu by pausing the game pressing Up, Down, Left, Right, Down, Right, L1, R1, R1. After you do that, enter one of the following codes.

Extra NitrOS: L1, Circle, Down, L1, Up, Square, Circle, R1. Then, press the "Nitros" option to get one more Nitro each press.

Extra Money: L1, R1, Up, Circle, Down, Square, Right, R1, L1.

Add Minute to Time: Down, L1, L1, Circle, Circle, R1, Up, Square, L1. Then, press the "Add Minute" option to get an extra minute.

Invincibility: L1, L1, L1, Left, Circle, Circle,

Square, L1.

Extra Fuel: L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down.

Car Tuneup Menu: L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1. Then, press the "Car Tuneup" option to modify your car.

New York Time Trial: L1, Right, Down, Left, Up, R1.

Subway Time Trial: At the main menu screen, press L1, Left, L1, R1, Right, R1. Now access the "Time Trials" option and a new "Subway" option.

Debug Mode: In the middle of the game, press START to pause. Now press Up, Right, Left, Down, Circle, L1, R1, L1, Circle, Down, Left, Right, Up. You'll hear a sound and the words "Debug Configuration" will appear underneath the "Quit Game" option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text, and Collisions!

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.

Pressure: None.

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).

Weather Yesterday: Cloudy/Sunny.

Weather Today: Cloudy/Sunny.

Wind Direction: East.

Wind Speed: 0.0 to 1.0.

Water Temp: 60° - 70°.

Water Quality: Clear.

Start Time: 6:00 - 8:00 or 15:30 - 17:30.

Time Elapsed: None.

Best Lures: Spinnerbait and Popper.

Hint: Fish like to hide in and around vegetation.

Big Air

All Courses: On the main menu screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Select any Freeride Mode to get the new courses.

Race Against Mike Beallo: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Shawn Palmer: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Square, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Ian Spiro: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Nicola Thost: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Ross Powers: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Fabien Rohrer: From the Main Menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.

Race Against Big Air: From the Main Menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.

to race against him in the next race.

TD5 board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Square. Then choose the pitbull at the board selection screen.

Accolade Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Square. Then choose the pitbull at the board selection screen.

Steve's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Circle. Then choose the pitbull at the board selection screen.

Daniel's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Circle. Then choose the pitbull at the board selection screen.

Jimmy's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Square. Then choose the pitbull at the board selection screen.

John's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Circle. Then choose the pitbull at the board selection screen.

Big Air Board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Square, Circle. Then choose the pitbull at the board selection screen.

Fire Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Square. Then choose the pitbull at the board selection screen.

Angel Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Circle. Then choose the pitbull at the board selection screen.

Blast Chamber

Infinite Lives: Go to the main menu screen and with Controller one enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the games option and choose the "Solo Survivor" option. Once you select this, you will have chosen One-player Mode. Go back to the main menu and begin your game. Now when you die in the game, your lives meter will not go down!

Level Passwords: Go to the password screen and enter one of the following codes. Hit the X button to register the password and begin playing.

Ziggurat: NAEAMMAAB

Backstab: MAGDIEAH

Fall N Arch: NINKPDME

Fugitive: MJKKAMKC

Rainbow: JODPIGEH

Lavapalooza: ICJPABNA

Bust A Groove

Dance Preview: Finish the game under the "Normal" difficulty setting with any character and you'll open the Dance View on the main menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!

Alternate Characters: Highlight a character from the player select screen, hold SELECT, and press X. You'll get that character's alternate costume.

Play as Capoeira: Finish the game under the "Normal" difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z: Finish the game under the "Normal" difficulty level with any character after you acquire Capoeira.

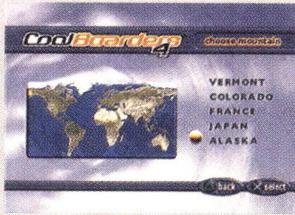
Play as Burger Dog: Finish the game under the "Normal" difficulty level with Hamm after acquiring Robo-Z.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following passcodes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT

Every Special Event Available: IMSPECIAL



Play as Columbo (The Mouse): Finish the game under the "Normal" difficulty setting with Shorty after acquiring Robo-Z. Now you will be able to access all the hidden characters in 1p or 2p Mode!

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press START and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press START to unpause the game, then press START one more time to pause. Press Right on the Control Pad and you will add an extra life. Keep pressing Right multiple times to add an insane number of lives!

Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper left corner of the screen if done correctly.

Level Select: First, choose "Adventure" from the main menu screen. When you are on the screen that shows your level, press R1, R1, R2, R1. You will hear a confirming sound. By

pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _CasH. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Lose Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle. This increases your money by \$1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square.

Equip Chrono: Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

Cool Boarders 3

Enter the cheats below as names in Tournament Mode to get the various results.

Access Every Course: WONITALL

Access Every Boarder and Board: OPEN_EM

Get Huge Heads: BIGHEADS

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

GameShark Codes

Continued from Page 31

Fighting Force 2

Infinite Health	D00B32AC2D24
	8011724403FC
Max Money	D00B32AC2D24
	800CDC40FFF
Infinite Rage Meter (upon fillup)	80070F362400
Infinite Ammo and All Guns	80073B862400
All Keycards	800CE2840101
	800CE2860101
Infinite Continues	D00B32AC2D24
	800CDC3C0009
Start Game in Cheat Mode	800CB72C0002
Hyper Mode	800CBF5E0001
Invincible After First Knockdown	800E89A2400

Konami Arcade Classics

Super Cobra Infinite Fuel P1	800F3BEC00
	800F3BF0003
Road Fighter P1 Starts with 99 Cars Passed	800E89A0063
	800E89A0063
Gyruss Infinite Lives P1	800F50E82403
	800F1082403
Time Pilot Inf. Lives P1	800F67E80103
	800F67F80103
Circus Charlie Infinite Lives P1	800EDCE80003
	800EDCE80003
Shao Lin's Road Infinite Lives P1	800EE5600003
	800EE5600003
Roc 'n' Rope Infinite Lives P1	800FOBA80002
	800FOBA80002
Yie Ar Kung-Fu Infinite Lives P1	800FOF18020B
	800FOF48020B
Scramble Infinite Lives P1	800EFB00002
	800EFBCE500
Pooyan Infinite Lives P1	800F43F00503

Missile Command

Ultimate Mode Infinite Ammo Center Gun	800AE790000A
	800AE790000A
Ultimate Mode Infinite Ammo Left Gun	800AE800000A
	800AE800000A
Ultimate Mode Infinite Ammo Right Gun	800AE870000A
	800AE870000A
Ultimate Mode Indestructible City 1	800AE4680001
	800AE4680001
Ultimate Mode Indestructible City 2	800AE4AC0001
	800AE4AC0001
Ultimate Mode Indestructible City 3	800AE4F0001
	800AE4F0001
Ultimate Mode Indestructible City 4	800AE5340001
	800AE5340001
Ultimate Mode Indestructible City 5	800AE5780001
	800AE5780001
Boss Battle-Infinite Ammo Center Gun	800C1378000A
	800C1378000A
Boss Battle-Infinite Ammo Left Gun	800C13E8000A
	800C13E8000A
Boss Battle-Infinite Ammo Right Gun	800C1458000A
	800C1458000A
Boss Battle-Indestructable Missile Launcher Center	800C13740001
	800C13740001
Boss Battle-Indestructable Missile Launcher Left	800C13E40001
	800C13E40001
Boss Battle-Indestructable Missile Launcher Right	800C14540001
	800C14540001
Classic Mode Infinite Ammo Right Gun	8009DC78000A
	8009DC78000A
Classic Mode Infinite Ammo Left Gun	009DBF8000A
	009DBF8000A

Continued on Page 34

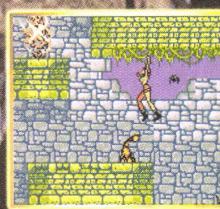
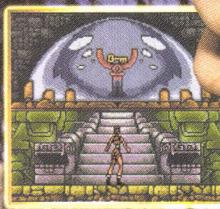
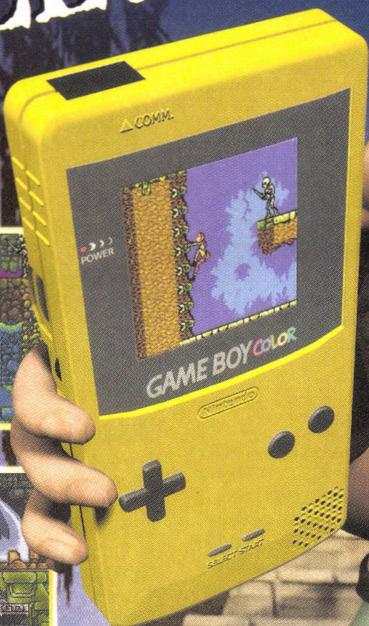
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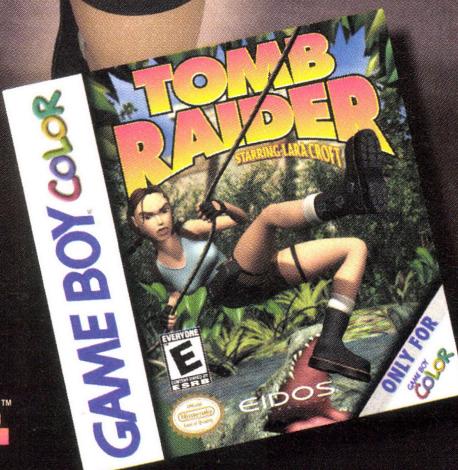
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GameShark Codes

Continued from Page 32

Classic Mode Infinite Ammo Center Gun 8009DC38000A
 Classic Mode Never Reload 8009C1E00000
 Classic Mode Indestructable City 1 8009DCB80001
 Classic Mode Indestructable City 2 8009DCD80001
 Classic Mode Indestructable City 3 8009DCF80001
 Classic Mode Indestructable City 4 8009DD180001
 Classic Mode Indestructable City 5 8009DD380001
 Classic Mode Indestructable City 6 8009DD580001
 Classic Mode Indestructable Left Gun 8009DBFC0001
 Classic Mode Indestructable Center Gun 8009DC3C0001
 Classic Mode Indestructable Right Gun 8009DC7C0001

Mission Impossible

Infinite Health 8008FE0400FF
 Infinite Ammo and All Weapons 80045AA2400
 Unlock All Missions 8008FA8C00FF
 8008FB10FFFF
 Enable Super Jump 8008FC140001
 Disable Super Jump 8008FC140000
 Enable Slow Motion Mode 8008E9D0FFFF
 8008E9D2FFFF
 Disable Slow Motion Mode 8008E9D000001
 8008E9D20000
 Enable Turbo Mode 8008FADC0001
 Disable Turbo Mode 8008FADC0000
 Enable Stupid AI Mode 8008FADC0001
 Disable Stupid AI Mode 8008FADC0000

No Fear Down Hill Mountainbike Racing

Time Is 0:00:00 8001CC622400
 All Difficulties, Levels, and Videos 300D16160002
 All Characters 300D16170007
 Unlock Trick Trail 300D161D0001
 All Tires Upgrades 300D162B0003
 All Gear Ratio Upgrades 300D162C0003
 All Brake Upgrades 300D162D0003
 All Front Suspension Upgrades 300D162E0002
 All Rear Suspension Upgrades 300D162F0003
 All Frame Upgrades 300D16300003
 All Wheel Upgrades 300D16310003
 All Bike Upgrades 500007010000
 300D162B0003
 Infinite Energy 8007DD62400
 Max Trick Points 800CC6C8FFF
 Stop Trick Timer 8001CCA2400

Shadow Tower

Infinite Duration All Equipped Items 8003D2622400
 Max HP 80198F282AED
 Infinite HP 80198F2A2AED
 Max MP 80198F2C2AED
 Infinite MP 80198F2E2AED
 Infinite SP 80198F302AED
 Max Weapon Attack 80198F3203E7
 80198F3403E7
 Max Magic Attack Right 80198F3603E7
 Max Magic Attack Left 80198F3803E7
 Max Armor Defense 80198F3A03E7
 Max Magic Defense 80198F3C03E7
 Max Shield Defense 80198F3E03E7
 Max Shield Magic Dfnse 80198F4003E7
 Max Attack Speed 80198F4203E7

Crash Team Racing

At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.



Crash Team Racing

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS.," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Darklight Conflict

Last Level Code: On the main menu screen, highlight and select the "Password" option. Now enter DLGXKDJH. Once you choose "End," you'll go to the last level.

Darkstalkers 3

Enter these codes at the character selection screen.

Play as Male Shadow: Highlight the "?" box, press SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Female (Marionette) Shadow: Highlight the "?" box, press SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.
Play as Image Talbain: Highlight Gallon, hold SELECT, then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): Highlight Bishamon, hold SELECT, then press any button.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type" screen.

Experts Only

Buster Brothers Collection

Expert Levels: To get the expert levels, go to the "Select Game" screen and move to the Normal game. Press and hold the X button on both Controllers. Instead of the normal game, you will get an Expert Mode with new levels and backgrounds.

NFL GameDay '99

From the main menu screen, highlight and access the "Options" screen. On the options menu, highlight and access the "Easter Eggs" option. Now choose to add and put in these codes as shown.

Harder CPU: GD CHALLENGE

Better CPU Offense: CPU SCORES

Better CPU Defense: CPU STUFFS

CPU Knows Your Play Formations:

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Vigilante 8

Hard Enemies: Go to the main menu and access the options. Now choose game status and then press the Circle button for the passcode. Now enter HARDEST_OF_ALL for your password. The enemies and your game will be more difficult than before.

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes.

Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, R1, Left.

Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Up.

Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: If you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, SELECT, L, R, L, R.

Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

All Inventory: R1, R1, R1, R1, R1, L2, L2, L2, L2.

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

Double Damage: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

Temporary Invulnerability: R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Right, Left, SELECT.

Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Einhänder

Default Gunpod Weapons: Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On the "Continue Screen 2," let the counter go to zero and the "Game Over" screen will appear. When the title screen appears, select "Game Start." After

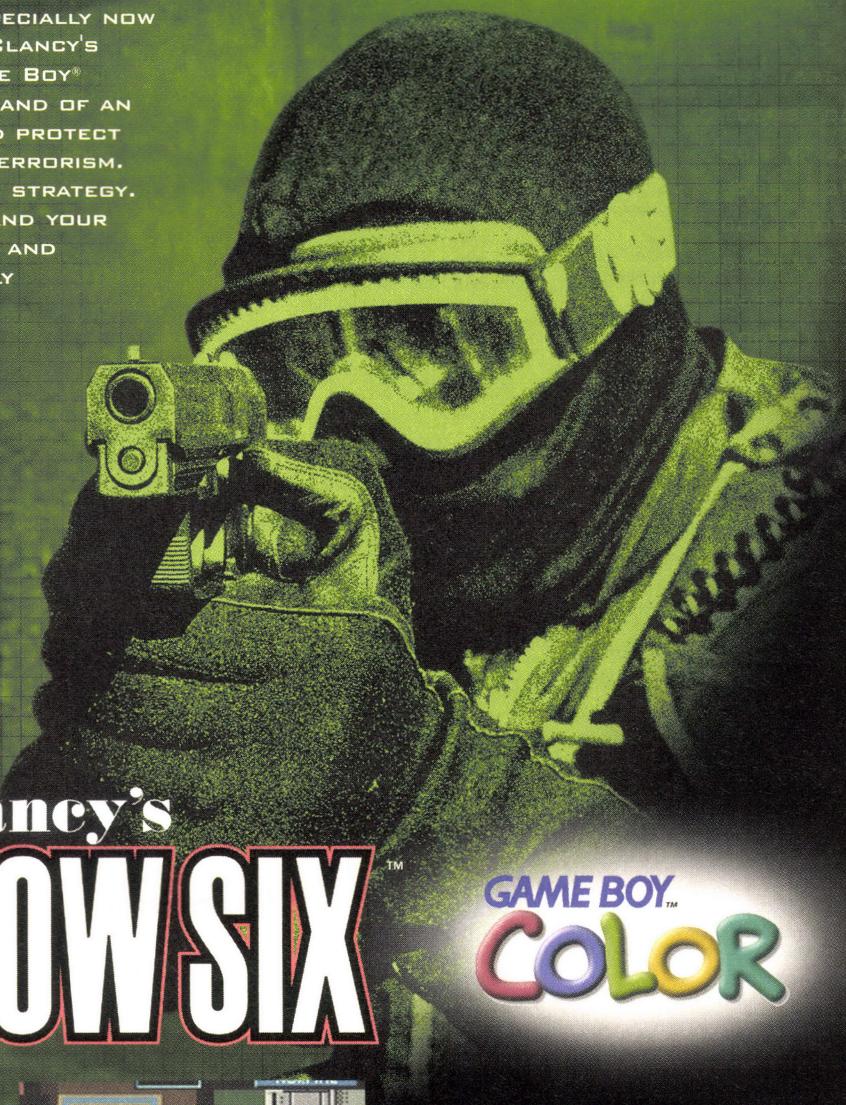
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Eliminator

Enter these cheats from within the "ID Selection" screen in the menu.

Secret Level: WAKYLEVL (When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the Pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.)

Invulnerability: CLEVELAD (When Invulnerability is activated, the player will not take any damage. Do not have the shield effect on when using this cheat.)

Max Primary Weapons: GUNCRAZY (When activated, all primary weapons will be at full strength)

Max Secondary Weapons: MAXMEOUT (When activated, all secondary weapons have an ammo limit of 99)

Cadillac Car: NEWWHEELS (When activated, an extra car is added to the in-game ship select screen)

Max Out Time: WAITABIT (On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show)

ESPN: Extreme Games

Just go to the "Password" screen by going into the "Sign-in" at the main menu and choosing "Continue Season."

Last Race: 254, 071, 216, 094, 085, 085, 177, 113, 104.

Money: 229, 013, 066, 016, 000, 000, 000, 000, 031.

Fade to Black

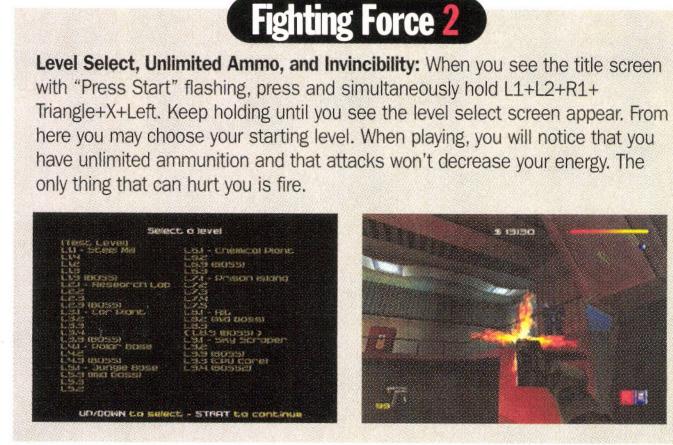
Go into the "Password" screen and enter Square, Triangle, Circle, X, Circle, Triangle. Press START to accept the code. An "Invalid Code" warning will appear. Ignore this and exit the screen. Then go back into the "Password" screen and enter the following codes.

Unlimited Shield: Square, Circle, Circle, Square, Triangle, X.

Invincibility: Triangle, X, Triangle, Triangle, Square, Circle.

Final Fantasy Tactics

Get Cloud in Your Party: This trick starts in Chapter 4, which is fairly far into the game. In Machinery City you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information; you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the Stone back to Machinery City and use the it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubies Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the



Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you. Now find Aeris in one of the towns nearby and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

Fisherman's Bait

Total Count List: On the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the START button. Next, on the options screen, press SELECT. If you have done the code correctly, you will see a "Total Count" screen. This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. Within this menu is the option to choose your starting level and more!

Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you

do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99 lives!

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS

10,000,000 Points: BIGSCORE

Multiplier x5: HIGHFIVE

All Weapons: NAVARONE

Unlimited Energy: LIVELONG

Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)

Level Select: When asked to enter your player's name, put in ITSLALLUP on the entry screen. Now you can choose your level!

Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have a Controller in Port Two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

Hello Kitty's Cube Frenzy

Bonus Options: When "Push Start" appears at the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press START to access new options including hidden modes and viewing the ending FMV sequences.

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.

Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.

TowJaw Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.

Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.

Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.

Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.

Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

Espionage Tactics

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMWAY

Stiff as a Board: SCAREDSTIFF

Longer Jumps: BIONICJUMPER

Slow Motion Mode: INTIREDTODAY

See FMVs: SEECOOLMOVIE

Developer's Message: ITOPFSECRET

Syphon Filter

Level Select: Pause the game, go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT+Square+X.

All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.

Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the fist level, the screen will say, "Hard Difficulty" under the area name.

Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right should be a fence and an elevator, and on the left should be an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say, "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1-X. Gabe should say, "Got it" after you enter the code. When you press START again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

Invasion from Beyond

Level Select: At the "Press Start" screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square, Square, Circle, X, Triangle. Go to the main menu screen to select any level in the game.

All Ships, Weapons and Upgrades: At the "Press Start" screen, enter L1, R1, L2, R2, Up, Down, Right, Left, Right, Left, Right, Down, Up.

Irritating Stick

Extra Lives: At the mode select screen, highlight "1P Play" and press Right on the D-Pad four times. Highlight "Tournament" and press Right on the D-Pad one time. Highlight "Course Edit" and press Left on the D-Pad twice. Highlight "Option" and press Left on the D-Pad six times. Now highlight "1P Play" and press X. You will hear the crowd cheer to confirm the code. Now you will begin the

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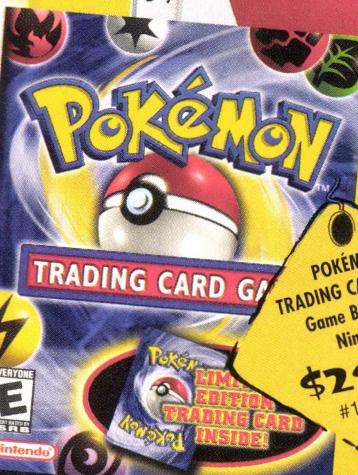


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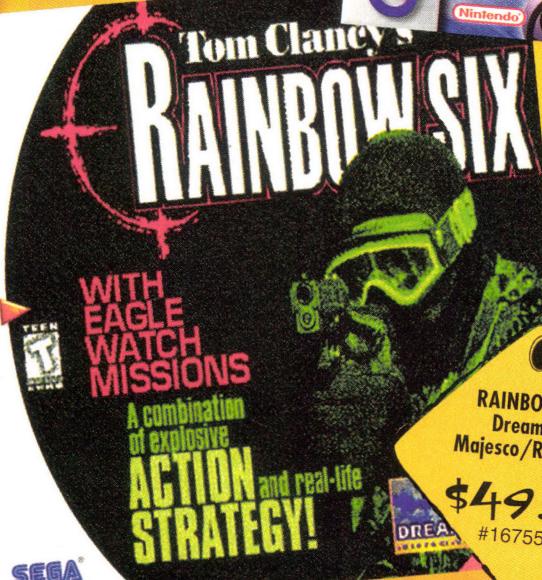
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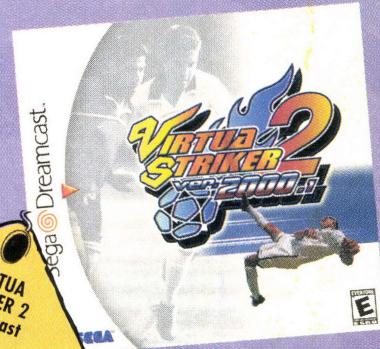
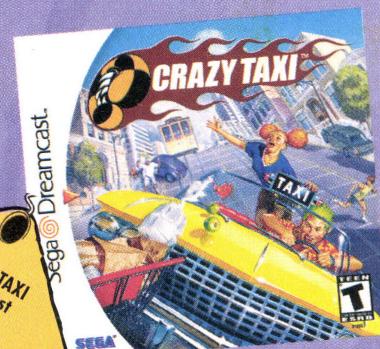
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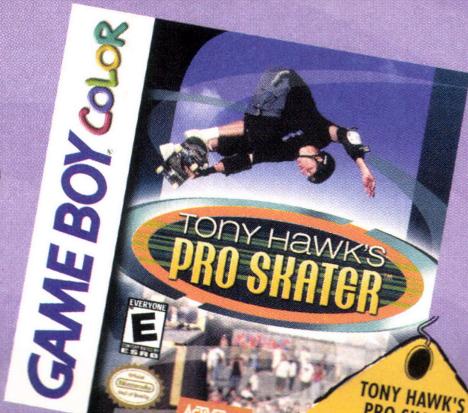
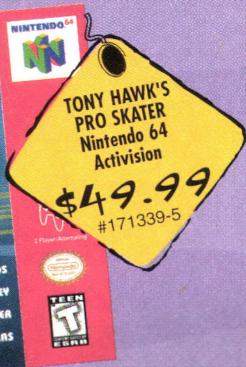
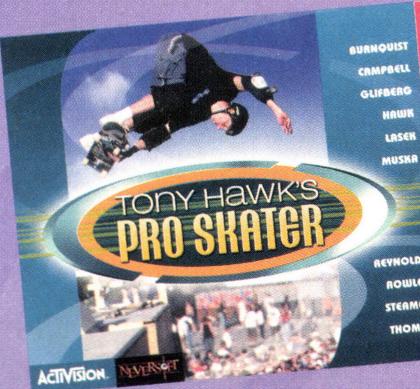


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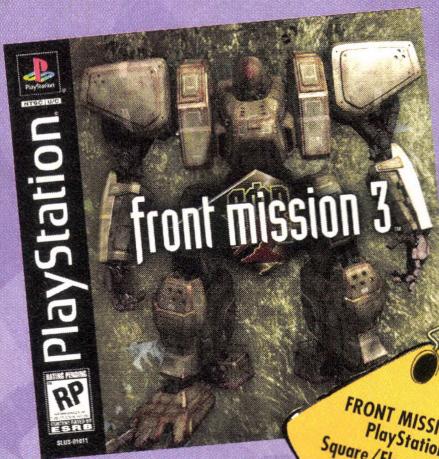
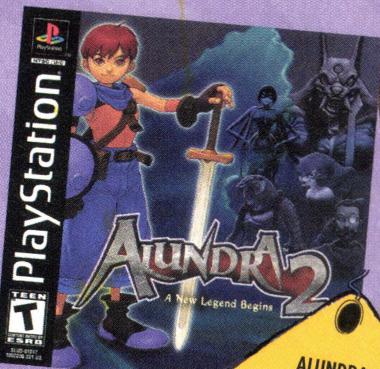
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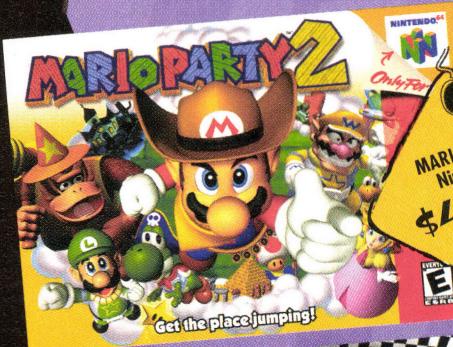
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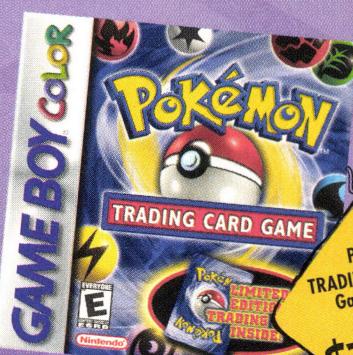
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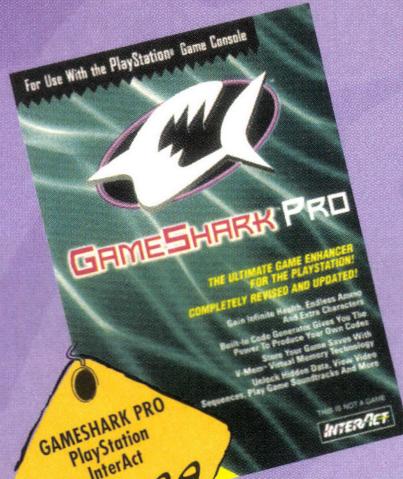
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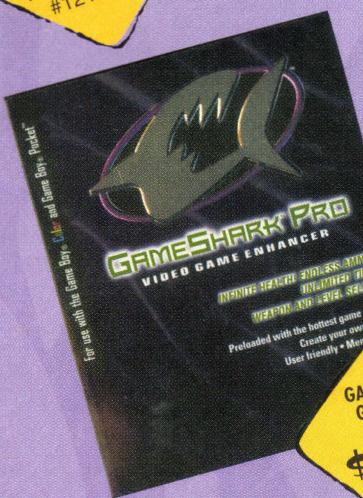
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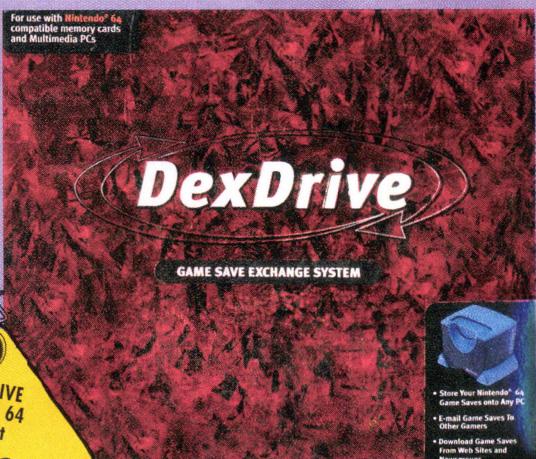
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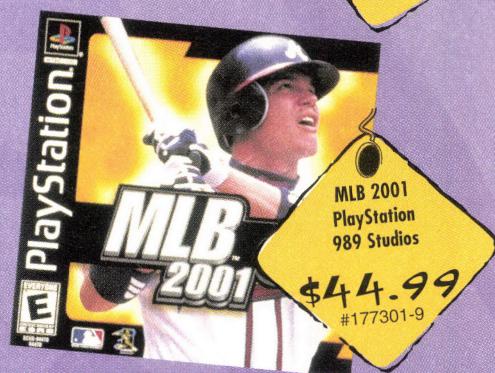
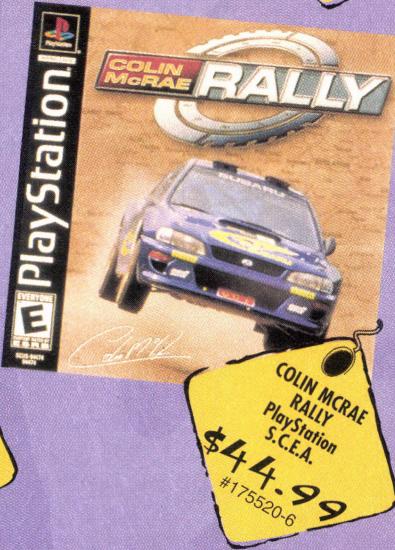
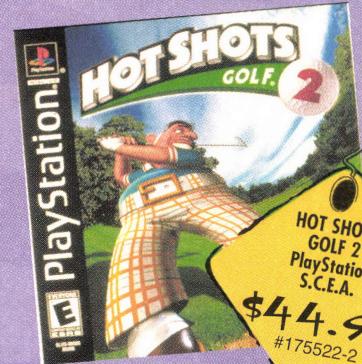
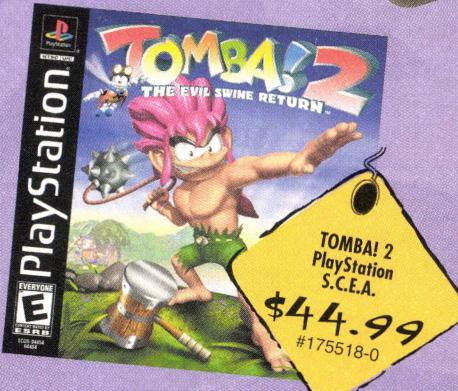


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game with seven lives instead of three!

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

Jet Moto 2

Race as Enigma: Go into the options and set the "Difficulty" to Master and the "Laps" to 6. Go back to the screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the select rider screen.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.

Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Lode Runner

Level Warp: In the middle of play, hold L2 or R2 and press one of the following buttons to warp to a different level.

Circle = Forward one level.

Square = Back one level.

Triangle = Forward 15 levels.

X = Back 15 levels.

Extra Lives: On your last life, press SELECT and go to Restart. When the level reappears, you will begin it with five lives.

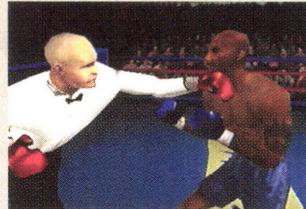
See the Cinemas: On the main menu, move down to options. With options highlighted, take Controller two and use the key shown below to combine buttons for different level cinemas: [R2=1, L2=2, R1=4, L1=8]. While holding the combination of buttons, press X

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Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.

Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!



to access that cinema. If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.

Faster Gameplay: Choose The Legend Returns from the main menu screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options, and more!

Madden NFL 99

At the main menu screen, move down and highlight and access the "Code Entry" option. On the "Code Entry" screen, press X on "New Code" option. Then enter any of the following codes.

All Stars: NFCBESTNFC

All Stars AFC: AFCBEST

Madden '98 Team: BOOM

Stats Leaders: IMTHEMAN

All '96 Team: PEACELOVE

All '97 Team: BELLBOTTOMS

All '98 Team: HEREANDNOW

Madden All-Time Greats: TURKEYLEG

75th Anniversary Team: THROWBACK

NFL Equipment Team: GEARGUYS

'99 Cleveland Browns: WELCOMEBACK

Sports Team Secret: INTHEGAME EA

EA Sports Stadium: EA STADIUM

'99 Cleveland Stadium: DOGPOUND

RFK Stadium Washington, D.C.: THEHOGS

Old Miami Stadium: NOTAFISH

Old Tampa Stadium: SOMBRERO

Astrodome: FOR RENT

Tiburon Stadium: OURHOUSE

Original Oakland Stadium: STICKEM

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.

20 Yard First downs: FIRSTS20

Super Stiff Arm: SMACKDOWN

Super Jump: SPRONG

More Injuries: PAINFUL

More Sacks: QBINTHECLUB

Fast Enough?

Need for Speed II

From the main menu screen, highlight and access the "Options." Once inside the options menu, highlight and enter the "Password" option. Now put in these passwords.

Ford Indigo: LILZIP

Monolithic Studios: SHOTME

Pioneer Engines: POWRUP (Faster acceleration for all cars. Lasts for one race)

26 Secret Cars: At the main menu, select "Options," then "Password," then enter the desired car's password. Return to the main menu and select "Race." It doesn't matter what normal car you already have selected. If you want to use a secret car password in Two-player Mode, simply replace the password ME with U for the second player (example: ARMYU). These passwords stay in memory for one race.

Army Truck: ARMYME

Yellow School Bus: BUSME

Car with Sunroof: BEETME

BMW: BMRME

Mercedes Benz: BNZME

Volkswagen Bug: BUGME

Citroen: CITME

Comanche Pick-up: JEPME

Landcruiser: LCME

White Limousine: LIMOME

Mazda Miata: MAZME

Audi Quattro: QUATME

Semi Truck Cab: SEMIME

Army Truck with Different Trailer: SNOWME

Monolithic Studio's Tram: TRAMME

Combi Minivan: VANME

Volvo Station Wagon: VOVME

Jeep Renegade/Wrangler: YJME

Brown Wooden Crate: CRATME

Long Wooden Log: LOGME

Small Brown Outhouse: OUTHME

Souvenir Stand (green): STDAME

Souvenir Stand (blue): STDBME

Souvenir Stand (red): STDCME

T-Rex from Monolithic Studios: TREXME

Covered Wagon from Monolithic Studios: WAGOME

Need for Speed III

From the game setup menu, highlight and access the options. From the options menu, move down to "User Name" and enter one of the following passwords.

All Cars and Tracks: SPOILT (This gives you all regular cars and tracks.)

Jaguar XJR-15: 1JAGX (Opens the Jaguar XJR-15 bonus car.)

Mercedes-Benz CLK GTR: AMGMRC

(Opens the Mercedes-Benz CLK GTR bonus car.)

Need for Speed: V-Rally

All these codes must be entered from the "Infogrames Logo" page that appears at the beginning of the game.

Lock Off: This gives you access to all of the tracks on both Arcade and Championship Modes. Press Up, Down, Triangle, Circle. The "Lock off" message should appear.

Narrow Tracks: This narrows the tracks on Arcade Mode only. Press Up, Down, Triangle, Circle, then press and hold L2. The message, "Lock off and narrow on" should appear.

Time Off: This disables the counter for Arcade Mode only. Press Up, Down, Triangle, Circle, then press and hold L1. The message, "lock off and time off" will appear.

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFAT-MAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW

4x Firing Rate: ICOSIDODEC

Reflecting Shots: GOBLUE

Unlock William Shakespeare in Multiplayer: PAYBACK

Unlock Winston Churchill in Multiplayer: FINESTHOUR

Unlock the Raptor in Multiplayer: SSPIEL-BERG

Micro Machines V3

To access these codes, start a game normally and then pause it. From there type in the codes below. You'll hear a beep if the code works. To disable any code, just re-enter it.

Any Object: Down, Down, Up, Up, Right, Right, Left, Left. (This code cannot be turned off.)

Behind Car View: Left, Right, Square, Circle, Left, Right, Square, Circle.

Big Bounces: Square, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed: Square, X, Circle, Square, Triangle, X, X, X, X

Slow CPU Cars: Circle, Triangle, Square, X, Circle, Triangle, Square, X.

Enter these codes at the "Name Entry" screen.

Get Three Lives: 3LIVES:

Unknown Effect: CONFETTI

Nine Lives: CATLIVES (Works in One-player Mode.)

All Tracks: GIMMEALL (Works in Multiplayer Mode.)

Tanks Can't Shoot: NOTANKS

All Tanks: TANKS4ME (Tanks can be used on all tracks except those with water.)

Slippery Roads: WINTERY

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.

Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaron when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Monster Seed

All Monsters: Go to the menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2. You'll hear a sound confirming that it worked. You can select from different monsters and even rulers, rogues and huntsmen.

See Ending: To see the ending without beating the game, at the title/main menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

Mortal Kombat 4

Hidden Cheat Menu: From the main menu, choose "Arcade" and "1-on-1 Kombat." Begin a game with two players. Have both player one and two choose any character. At the "Versus" screen, enter this Kombat Kode: 302-213. After you begin your match, press START to pause and choose "Quit." Back at the main menu, go into the options screen. Now highlight the "Vs. Screen Enabled" option and hold Block+Run simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities, and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her," and then press Down+High Punch at the same time.

N20

At the main menu, scroll through the choices until you see "Game Options." Access this option and scroll until you see "Enter Code." Now access this option and enter the following cheats for the results shown.

Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle.

Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square.

Infinite Lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle.

Access Any Level: Square, Triangle, Circle, Triangle, X, Triangle, Square, X.

Bonus Ship: X, X, X, Square, Triangle, Circle, X, Triangle.

Bonus Level Access: Square, Square, Square, Triangle, Circle, Triangle, Square, Square.

Water Effect On: Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle.

No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X.

Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle.

NASCAR 99

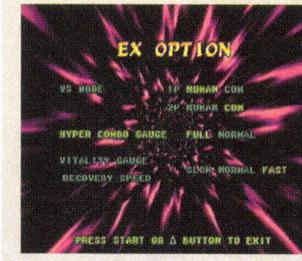
Play as Announcer's Car: From the main menu screen, choose the "Single Race" option. On the "Race Setup" screen, choose the "Select Track" option. Now select the Richmond track. Move up and highlight "Select Car" and enter this code within four seconds: R2, R2, L1, L1, L2, L2, R1, R1, R2, L1. You will hear a sound and the Benny Parsons car will appear!

NBA Live 2000

From "Game Setup," press Circle button for the Quick menu. Scroll down to the player icon, press Right on the D-pad and select the "Create Player" icon by pressing the X button. Now you are at the "Create Player" screen. Enter the first part of the code in the "First Name" entry field. Press the X button to accept the name. Then, enter the second part of the code in the "Last Name" entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the "Unlock Legends" screen by pressing START to return to "Game Setup." Then, press Circle to bring up the Quick menu. Scroll down to the "Star" icon and press the X button. This will open the "Unlock Legends" screen. To activate a Legend, highlight his name in this screen and hit the X button. He will appear in the "Free Agents Pool," where you can sign him to any empty team slots. Note: The first name and last name parts of the code go into separate fields. First names are separated from last

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT, and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more!



names below with the slash. Example: First name/Last name.

1. 5os Legends Starting Lineup...

Bob Pettit ('50s): Crash/Boards

Dolph Schayes ('50s): Set/Shot

Paul Arizin ('50s): Pitchin'/Philly

Bill Sharman ('50s): Charity/Stripe

Bob Cousy ('50s): B-Balls/Cooz

2. Five Knicks Legends...

Walt Frazier ('70s): Cool/Clyde

Harry Gallatin ('50s): Iron/Horse

Willis Reed ('60s): Soft/Touch

Earl Monroe ('70s): Magic/Pearl

Richard Guerin ('50s): Play/Maker

3. Five Historical Forwards...

George Yardley ('50s): Yard/Bird

Jerry Lucas ('60s): Lucas/Layup

Billy Cunningham ('70s): Leaping/Kangaroo

Cliff Hagan ('50s): Hook/Shot

Rick Barry ('70s): Foul/Shot

4. Five Dunking Legends...

Shawn Kemp ('90s): Power/Dunker

Julius Erving ('80s): Doctor's/ln

Dominique Wilkins ('80s): High/Light

Moses Malone ('80s): Free/Throws

Grant Hill ('90s): Class/Act

5. Five Dream Team Legends...

Karl Malone ('90s): Mailman/Delivers

Charles Barkley ('80s): Mound of/Rebound

John Stockton ('90s): Jazz/Man

Reggie Miller ('90s): Outside/Threat

Lenny Wilkins ('60s): Player/Coach

6. Five Assisting Legends...

Oscar Robertson ('60s): Bucks/Big O

Dave Bing ('70s): The/Duke

Isiah Thomas ('80s): Bad Boy/Zeke

Nate Archibald ('70s): Big/Tiny

Pete Maravich ('70s): Passing/Pistol

7. Five Celtic Legends...

Larry Bird ('80s): Celtics/Pride

Robert Parish ('80s): Celtic/Chief

Dave Cowens ('70s): Red/Head

Tommy Heinsohn ('60s): Flat/Shot

Sam Jones ('60s): Bank/Shot

8. Five Scoring Guards...

Larry Costello ('50s): Cross/Over

Hal Greer ('60s): Jump/Shot

Mitch Richmond ('90s): Live/Coverman

George Gervin ('80s): Chilled/Iceman

Gary Payton ('90s): Human/Glove

9. Five Legendary Centers...

Bill Russell ('60s): All/Defensive

Bob Lanier ('70s): Big/Foot

Bill Walton ('70s): Shot/Blocker

David Robinson ('90s): Spurs/Admiral

Patrick Ewing ('90s): Player/President

10. Five Laker Legends...

Jerry West ('60s): The Mr./Clutch

Earvin Johnson ('80s): Magical/Guard

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the password screen.

1. RANDAL	2. HUNDRA
3. CINBER	4. MARLIN
5. BAYARD	6. WEBLEY
7. PARKER	8. MERKEL
9. ITHACA	10. BAIKAL
11. SAVAGE	12. VALMET
13. MAUSER	14. KIMBER
15. BISLEY	16. MEANEC
17. LADNAR	18. ARDNUH
19. REBNIC	20. NILRUM
21. DRAYAB	22. YELBEW
23. REKRAP	24. LEKREM
25. ACAHTI	26. LAKIAB
27. EGAVAS	28. TEMLAV
29. RESUAM	30. REBMIK
31. YELSB	32. CENAEM

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear, "Lights out, baby!" when the code is entered correctly:

ALEC:	1197
ALIEN:	1111
AOB:	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
(Brain)	1111



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Perform
Cancel

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BRIAN	2221	Allow stepping out of bounds	2-1-1 Left
CALEB	0996	Fast passes	2-5-0 Left
CURTIS	1111	Late hits	0-1-0 Up
DANIEL	0604	Show field goal %	0-0-1 Down
(Dan Thompson)		Hide receiver name	1-0-2 Right
DAVID	3333	Invisible	4-3-3 Up
DINO	1111	Big football	0-5-0 Right
EDDIE	3333	Big head	2-0-0 Right
FORDEN	1111	Huge head	0-4-0 Up
(Dan Forden)		No head	3-2-1 Left
FRANZ	1010	Headless team	1-2-3 Right
GENTIL	1111	Team big heads	2-0-3 Right
(Jim Gentile)		No play selection	2-1-1 Left
GRINCH	0222	(Teams Must Agree)	0-2-1 Right
GUIDO	2222	Show more field	0-1-2 Down
GUMBY	8698	(Teams Must Agree)	
JAPPLE	6660	No CPU assistance	
(Jeff Johnson)		(Teams Must Agree)	
JASON	3141	Power-up speed	4-0-4 Left
(Jason Skiles)		(Teams Must Agree)	
JEFF	1111	Hyper blitz	5-5-5 Up
JENIFR	3333	(Teams Must Agree)	
(Jennifer Hedrick)		Smart CPU opponent	3-1-4 Down
JOVE	6644	Tournament mode (2P Game)	1-1-1 Down
LEX	7777	Always quarterback	2-2-2 Left
LT	7777	(Requires two human teammates)	
LUIS	3333	Muddy field	5-2-5 Down
(Luis Mangubat)		Wet field	5-5-5 Right
MOOSE	1111		
MVX	1014		
NATHAN	0515		
NICO	4440		
PIRATE	1111		
PUNKB	2112		
PUNKR	1221		
RAIDEN	3691		
(Raiden from Mortal Kombat)			
RALPH	1111		
RANDU	6666		
ROOT	6000		
(John Root)			
SAD	1111		
SHINOK	8337		
(Shinnok from Mortal Kombat)			
SHRUNK	6666		
SKULL	1111		
(Skull)			
SMILE	1111		
(Smiley Face)			
THUG	1111		
TREX	1111		
TURMEL	0322		
(Mark Turnell)			
WHODAT	1844		
Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The numbers in the list shown below indicate the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.			
Infinite turbo	5-1-4 Up		
Fast turbo running	0-3-2 Left		
Power-up offense	3-1-2 Up		
Power-up defense	4-2-1 Up		
Power-up teammates	2-3-3 Up		
Power-up blockers	3-1-2 Left		
Super blitzing	0-4-5 Up		
Super field goals	1-2-3 Left		
No interceptions	3-4-4 Up		
No random fumbles	4-2-3 Down		
No first downs	2-1-0 Up		
No punting	1-5-1 Up		
Green Bay Packers playbook	1-2-2 Left		
Colts playbook	1-2-3 Up		

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 99

Big Players: BIGBIG
Big Heads: BRAINY
View Arenas: Enter these passwords to do a "fly-by" of the following stadiums.
 ANA: Arrowhead Pond (Anaheim).
 BOS: FleetCenter (Boston).
 BUF: Marine Midland Arena (Buffalo).
 CGY: Canadian Airlines Saddledome (Calgary).
 CAR: Greensboro Coliseum (Carolina).
 CHI: United Center (Chicago).
 COL: McNichols Sports Arena (Colorado).
 DAL: Reunion Arena (Dallas).
 DET: Joe Louis Arena (Detroit).
 EDM: Edmonton Coliseum (Edmonton).
 FLO: Miami Arena (Florida).
 LOS: Great Western Forum (Los Angeles).
 MON: Molson Center (Montreal).
 NAS or NSH: Nashville Arena (Nashville).
 NYL: Nassau Veterans Memorial Coliseum (New York Islanders).
 NYR: Madison Square Garden (New York Rangers).
 OTT: Corel Center (Ottawa).
 PHI: CoreState Center (Philadelphia).
 PHO: America West Arena (Phoenix).
 PIT: Civic Arena (Pittsburgh).
 STL: Kiel Center (St. Louis).
 TOR: Maple Leaf Gardens (Toronto).
 VAN: GM Place (Vancouver).
 WAS: MCI Center (Washington).

Medal of Honor

From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:

Unlock Wolfgang: HOODUP
 Unlock Bismarck: WOOFWOOF
 Unlock Otto: HERRZOMBIE
 Unlock Noah: BEACHBALL
 Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Unlock the Making of Level 1 (History): INVANION
 Unlock the Making of Level 2 (History): BIGGRETA
 Unlock the Making of Level 3 (History): DASBOOT
 Unlock the Making of Level 4 (History): STUKA
 Unlock the Making of Level 5 (History): KOMET
 Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
 Unlock the Making of Level 8 (History): VICTORYDAY

Pictures of the Development Team:

DWIMOHTEAM
 Secret Photo Gallery of Staff:

DWIGALLERY
 L. Henson Picture: COOLCHICK
 A. Jones Picture: AJRULES

Mission Log Codes: For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.

Audie Murphy Mode (Invincibility): MOSTMEDALS

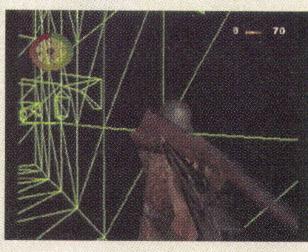
Wire Frames: TRACERON

Cheaters Never Prosper: Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.



Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L2, R2, L2, L2, R2, R2, then Circle, Triangle, Square, Circle, Triangle, and Square. Listen for a chime to verify that you entered the code correctly. When you unpausing, you'll be a skeleton with infinite lives, energy, smoke bombs, magic potions, and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!

Level Select: Remove your memory card then turn on the PlayStation. When the screen says, "Checking Memory Card," quickly press L2, L2, L2, R2, R2. The words, "Dels Level Cheat On" will briefly appear. Start a new game and you'll access the "Level Select" menu.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use

the cheat as often as you like to get past difficult areas of the game. Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!

O.D.T.

Press START to pause the game in the middle of play and enter these codes for the results shown.

Fill Health: Left, Right, Left, Right, Square.

Fill Mana: Left, Right, Left, Right, Circle.

Fill Ammo: Left, Right, Up, Down, Circle, Square.

Power-Up Weapons: R1, L1, R2, L2, Left, Right, Up, Down.

Raise Abilities: Square, Circle, Triangle, SELECT, Left.

Fill Experience: Circle, Square, L1, L2, R1, SELECT.

Turn Off Monster Energy: Triangle, Square, Circle, Triangle, Circle.

50 Lives: Triangle, Up, Circle, Right, SELECT, Square.

Raise Level for Each Spell: Down, Triangle, SELECT, L1, R1, SELECT.

Pitfall 3D

At the title screen, access the "Password" option from the main menu. From the "Password" screen, enter any of the following.

Add 10 Lives to Next Game: GIVEMELIFE

Plays All Movies: PLAYMOVIES

Plays The Original Comic-Style Cutscenes: PITFALLCOMIC

Get 99 Lives: STEVECRANEME

JERU THA DAMAJA™



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by *Marc Ecko*

See Harry in 2D: 2DHARRY

Make Harry Weightless: ZEROGHARRY

Huge Head Harry: BIGHEADHARRY

Turn Off In-Game Quips: STOPTALKING

See Credits Sequence: CREDITS

Special Credits Screen: Holding R1 at the end of the last credit, the "Thanks to Families" screen, brings you to a "Self-Congratulatory Credit" screen.

Pong

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.
Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Pool Hustler

Hidden Billiard Mode: At the title screen, press Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle. Now go to the main menu screen and you will see a new option in the middle called "Billiard," which combines the game of bowling and billiards.

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.

Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire, or Ada), and you'll get to play as Chris Redfield!

Roll Away

You may enter any of the following codes at any time during gameplay.

Temporary Invincibility: Right, Down, L1, R2, R1, o, Triangle, Square.

30 Extra Seconds in Time Trial Mode: o, L1, Triangle, Triangle, o, X, Triangle, Down. This only works once per level.

Warp to Bonus Stage: Triangle, Up, Triangle, L2, L1, L2, Square, X.

Clear Screen in Bonus Stage: Right, o, Square, L1, Square, o, o, Square.

Extra 30,000 Points: Square, Up, Down, L2, R1, Triangle, X, Triangle.

Chess Pattern Background: L1, Circle, Left, Right, L2, Left, R2, R2.

Enable Motion Blur: Right, Circle, L2, Circle, R1, Circle, Square, Circle.

Rollcage

With some of these passwords, the game may tell you that a password is invalid, but the codes will work anyway.

All Leagues, Mirror Tracks and Other Options: MAXCHEAT

All Easy Tracks: EEFNIEBA (Make sure you've chosen easy difficulty.)

All Hard Tracks: EEFPHMBC (Make sure you've chosen hard difficulty.)

All Expert Tracks: HEMPCMDD (Make sure you've chosen expert difficulty.)

All Expert Tracks Plus Extra Car, All Deathmatch Modes, and Mirror Tracks: HHMPNEED

Air Horn: AIRHORNS (Press SELECT to use the horn during a race.)

Testers' Best Lap Times: BESTLAPS

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.

Enable Cheats: Press L1+R1+R2+SELECT at same time when you first start the level.

Inulnerable: Press L1+R1 at same time, then press Up, Down, Left, Right.

Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.

Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2.

Play as Big Daddy: Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.

Blow Up the Earth: Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to moon, then detonate the bomb. Debris from the earth will pummel the moon. Eventually, you'll be in weightlessness. It ruins the game, but it's fun!

R-Type Delta

To maximize your weapons during any time of the game, press START to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

All Force Power: Left, Right, Up, Down, Right, Left, Up, Down, Triangle.

Red Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Square.

Blue Power-Up: Left, Right, Up, Down, Right,

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: NOCR4SH

Giants on Mini-Bikes: G14NTS

Supercross on Mercury: M3RCVRY

Supercross on Venus: V3NVS

Supercross on the Moon: MOON

Supercross on Mars: M4RS

Supercross on Jupiter: JVP1T3R

Supercross on Saturn: S4TRVN

Supercross on Uranus: VR4NVS

Supercross on Neptune: N3PTVN3

Supercross on Pluto: PLVTO

Add Hop Button: HOP

Extra Camera Modes: M0R3C4MS

Just the Bikes: NOR1D3RS

Lookout Ichabod: H34DL3SS

All Riders Get in Your Way: LOCKM3

No More Off Track: NOOFFR4CK

No More Getting Reset: K1PP1NGOK

Bigger Dirt Spray: B1GSPR4Y

Jeffrey Forbes

Baltimore, MD



Tarzan

Level Select and Cheat Menu: On the main menu screen, quickly put in these button combinations for the following tricks.

Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to have access to the game levels. Press Right to get the bonus levels.

In-Game Cheat Menu: After entering the "Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Next, pick a level and enter it. Now press START to pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, etc.



ALLVID: Activates the Codes .

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

BOMBER MAN 2

COMING MAY 2000!



NINTENDO⁶⁴



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DREAMCAST



Berzerk

Berserk is a white-knuckle experience that keeps your finger on the attack button. The best Final Fight-type game to appear in ages.



D2

Part real-time third-person adventure, part first-person shooter, D2 combines all of these elements into one highly anticipated stew.



ESPN Baseball

Far fans of the ESPN TV productions, this game is designed to represent the coverage as well as the game itself. A sports fans dream!



Nightmare Creatures 2

19th century London is threatened by an onrush of gruesome beasts controlled by the evil Adam Crowley in this highly atmospheric game.



Seaman

A game, in one sense, and a virtual existence sort of experiment in another. Highly addictive.



Resident Evil Code Veronica

Play as either Claire or Chris Redfield in Capcom's latest survival horror title. Sure to be nothing short of a huge hit on the Dreamcast.



Grand Theft Auto 2

The insanely popular 2D gangster game gets updated, improved and enhanced for Sega's box. Not for children...or the faint hearted.



ESPN NBA 2 Night

High realism comes to the courts with everything there is in the real game, including the media coverage.



Tech Romancer

If you've ever gotten a kick out of watching giant-monster films, then you'll most likely dig Tech Romancer.



MDK 2

Visually stunning locations including Earth, various spacecraft and a parallel dimension round out this action-packed adventure title.



Metropolis

Two miles of various cities reconstructed and weather conditions - like rain, wind, and fog - will factor in to your race. A great street racer.



PLAYSTATION



Arena Football

From the makers of the popular NFL Blitz series, Midway, this game goes one step farther in the "no-holds-barred" football arena.



Army Men World War

This sequel to the hit Army Men 3D dares you to battle the Tan nemesis in 25+ missions over six different terrains. All-new weapons await you...



Baldur's Gate

In the same vein as AD&D, the region around Baldur's Gate is in turmoil. A shortage of metal is threatening the commoners and they need your help.



Dead or Alive 2

In Tecmo's latest Dead or Alive installment, you'll find multi-level stages, a Tag Match mode, and new characters such as Helena, an opera singer.



Grind Session

With a hardcore approach, Sony takes its turn entering the ever-popular skateboarding game park.



MediEvil 2

In Sony's sequel to the PS MediEvil, this time there's a slew of new enemies and levels, increased puzzle-solving and more character interaction.



Nightmare Creatures 2

The sinister Adam Crowley has escaped to the 20th century, where he encounters new monsters which means more gore and blood!



Speed Punks

Blast foolish opponents out of your way with a variety of weapons, including missiles and green ooze. Great four-player racing fun!



The Legend of Dragoon

This game from Sony is a combination of scrolling fighting action and platform jumping that has a distinctly old-school flavor to it.



X-Men

Marvel fans and hard-core fighting fans alike will agree this latest X-Men game has it all: story mode, high-end cutscenes, fully 3D backgrounds, etc.



Lunar 2

The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this.



Gauntlet Legends

Midway's popular update of the ancient arcade game brings the whole thing into 3D. Best played with three friends (or enemies).



NINTENDO 64



AirBoardin' USA

Turn your snowboard into an airboard and hover inches above the ground! Test your skills in a two-player versus mode, with over 80 different moves.



Excitebike 64

Reminiscent of the original Excitebike, but in 3D. With top-notch graphics, a Custom Track Mode and two-to-four-player, don't miss it!



World Rally Challenge 2000

With nine courses in such locations as Spain, Brazil, Italy and others, officially licensed cars and a four-player mode, this game has it all.



Perfect Dark

The one everyone is waiting for. Due for an April release...the follow-up to GoldenEye could well be one of the most successful games ever.



StarCraft

The conversion of the top-selling PC real-time strategy game has been on the way for some time. Make sure you get yours first.



GAME BOY COLOR



Army Men World War

You'll be able to take all your tiny green men wherever you go with 3DO's handheld version of their flagship series.



MIB 2

Based on the hit Men in Black franchise, this title is sure to be a hit with humans and aliens alike.



WCW Mayhem

All the action on the mats and off are in this WCW-licensed game. Great gameplay with lots of options.



Monster Rancher Battle Cards

Following the trend of monster-raising games making good card battle games, this franchise gets reinvented for Game Boy.



Battletank

3DO's popular tank battling game comes to the handheld world with a distinctly old-school feel. Cruise around and blow stuff up.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.
Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.
All Cheats Unlocked: ZBOBBYBIRD (Now go back to the main menu and go into the cheats menu to find a level select and more!)

Unlock Characters in Head to Head Mode: MSLAPUPMEAL: Unlocks Starvin Marvin.

SRAFT: Unlocks Terrance.

PPHAERT: Unlocks Phillip.

VDOROTHYSFRIEND: Unlocks Mr. Garrison.

ACHEATINGSBAD: Unlocks Mr. Mackey.

YLOVEMACHINE: Unlocks Chef.

BCHECKATACO: Unlocks Wendy.

EFISHNCHIPS: Unlocks Pip.

HKICKME: Unlocks Ike.

KALLWOMAN: Unlocks Ms. Cartman.

NGOODSCIENCE: Unlocks Mephisto.

QSTARINGFROG: Unlocks Jimbo.

JHAWKING: Unlocks Ned.

GOUTRANGE: Unlocks Big Gay Al.

DELVISLIVES: Unlocks Officer Barbrady.

TMAJESTIC: Unlocks the Alien.

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!

Sports Car GT

Enter these codes at the "Press Start" screen.

Extra Money: Up, Left, Left, Right, Down, Right, L1, Square.

All Cars: Up, Right, Left, Right, Down, Up, L1, R2.

All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

Spyro the Dragon

99 Lives: In the middle of the game, press the SELECT button and then press Square, Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle, START. Your life counter will increase to 99!

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

Tony Hawk's Pro Skater

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the R1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats, and FMV movies will become available.



Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Sk8er

All Boards: On the main menu screen, press Right, Right, R1, R2, Left, Left, L1, L2. When you put in the code correctly, you'll hear someone say, "Yeah!"

T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the "Map" screen. While there, press SELECT+L1+L2+R1+R2 to open the Debug Mode. Now you can choose any starting level in the game!

Enable Cheat: This code enables all of the following gameplay cheats: R2, Triangle, R2, Triangle, Circle, X, Square. Note: Cheats are to be entered quickly at any time during gameplay (don't pause the game).

Full Chi Bar: R2, Triangle, R2, Left, Right, Square.

Invincibility: R2, Triangle, R2, Left, Right, R2. Double Size

Huge Enemies: R2, Triangle, R2, Left, Right, Up.

Half Size Enemies: R2, Triangle, R2, Left, Right, Down.

Nine Lives: R2, Triangle, R2, Left, Right, X.

All Fighting Styles: R2, Triangle, R2, Left, Right, Triangle.

Full Health: R2, Triangle, R2, Left, Right, Circle.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the START button to pause. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2 and then press L1, R1, L2 and R2. Now press START and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, charged items, layout enemy, etc., will become available.

Test Drive 6

From the main menu screen, move down to Race Menu. Highlight it and press X. Now, at the "Enter Your Name" screen, put in any of these codes for the results shown.

Tomorrow Never Dies

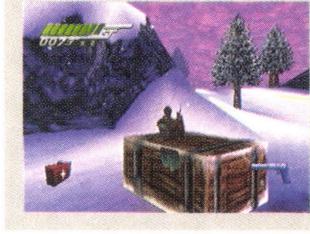
While playing, press START to pause. Enter the following codes for the results as shown.

Immunity From Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.

Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle.

Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.

Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.



Down, Up, X.

Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.

Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.

Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: Note: The RE2 characters are available for play only in Free Mode. At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire, and the dreaded zombie cop.

Triple Play 2000

Automatic Home Run: When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm correct entry.

Automatic Strikeout: When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.

EA Dream Team: Start an Exhibition game. At the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm correct entry.

Control camera: During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm correct entry. Use the following to control the camera.

Move: D-Pad.

Move faster: L1+D-Pad.

Turn: R1+D-Pad.

Zoom out: L2.

Zoom in: R2.
Raise view: Triangle.
Lower view: Square.

Announcer commentary: During play, hold L1+L2+R1+R2 and enter one of the following codes.

Extensive Chatter: Up, Triangle, Right, Circle.
Batter Info: Left, Square, Up, Triangle.
Trivia: Down, X, Right, Circle.
Weather: X, Down, Triangle, Up.

Twisted Metal III

Infinite Specials: Enter L1, L1, R1, R1, R1. When you are back at the main menu begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion: Enter Right, Right, Right, Left, Left as your password. You will return to the main menu. You can now select Minion at the vehicle selection screen.

Play as Sweet Tooth: Enter Left, Left, Left, Right, Right as a password. You will return to the main menu. You can now select Sweet Tooth at the vehicle selection screen.

Club Kid's House Level: Enter Left, Left, Left, Square, Square as a password. You will return to the main menu. Select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.

Warehouse Level: Enter Square, Square, Square, Left, Left as a password. You will return to the main menu. Select

"Deathmatch" and choose any level and vehicle to begin at the Warehouse bonus level.

Demo Level: Enter Up, Up, Up, Left, Left as a password. You will return to the main menu. Select "Deathmatch" and choose any level and vehicle to begin at the Demo level shown in the background at the main menu.

Enable Memory Card: Enter START, START, START, START, START as a password. You will return to the main menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

Smart Seekers: Enter Triangle, Left, Down, Right, Up as a password (helps improve homing missiles).

Seeking Rain Missiles: Enter Up, Down, Up, Down, Up as a password.

Super Napalm: Enter R1, R1, L1, L1 as a password.

God Mode: Enter L1, Square, X, R1, START as a password.

CPU Ignores Health Power-ups: Enter Down, L1, Down, START, Triangle as a password.

Unlimited Ammo: Triangle, Circle, Up, Right, Down.

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.

Only Pick Up Napalms: Right, Left, R1, Right, Circle.

CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Vigilante 8

From the main menu screen, access the options and choose "Game Status." Next, press the Circle button for the passcode and enter one of the following codes.

Invincibility: L1_WILL_NOT_DIE

No Enemies: GO_SIGHTSEEING (This allows you to pick "no enemies" in Arcade Mode.)

Lighter Cars: REDUCE_GRAVITY (The vehicles will jump higher.)

Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1," and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing: RAPID_FIRE

Increased Difficulty to Super Hard: UNDER_FIRE

Extra Explosion on Interceptor Missiles: LAST_FIRE

Slower Action: GO_SLOW_MO

Heavy Vehicle: GO_RAMMING

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.

No Enemies: HOME_ALONE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

CPU Picks Features: QUICK_PLAY

Quick Vehicles: MORE_SPEED

Floating Cars: NO_GRAVITY

No Wheel Attachment Icons: DRIVE_ONLY

Sequence of Movies: LONG_MOVIE



VR Baseball '99

Easy Outs: In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield (A computer player must only be on first base for this trick to work). Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out.

Warcraft II: The Dark Saga

Enter these while paused in the middle of gameplay at the password screen.

Game Victory: NTTCLNS

Game Loss: YPTFLWRM

Don't End Game: NVRWNRR

Easier Lumber: HTCHTXNS

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode.)

Full Attribute Wrestlers: MKSPRCWS

All Backrooms: CBCRKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)

Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)

Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Wipeout 3

Enter the following codes as default names.

All Tracks: WIZZPIG

Phantom Class: JAZZNAZ

Bonus Ships: AVINIT

Wu-Tang: Shaolin Style

Task needed to gain secret — Secret's description.

Rza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Scale Mode

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain Mudan kill number 3

5. Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Gain character's rival playable

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain Lei-Gong kill number 3

5. Gain chambers 18-20 — Gain character's rival playable

Ghostface Killah Chamber Specific Secrets

1. Gain chambers 1-5 — Gain practice dummy — Bodyguard

2. Gain chambers 6-10 — Gain character's kill number 2

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain Lei-Gong kill number 3

5. Gain chambers 18-20 — Gain Arena 4-1

U-God Chamber Specific Secrets

1. Gain chambers 1-5 — Merry Go Round Mode

2. Gain chambers 6-10 — Gain character's kill number 2

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain Arena 3.1

5. Gain chambers 18-20 — Gain character's secret outfit

Method Man Chamber Specific Secrets

1. Gain chambers 1-5 — Gain Arena 1.1

2. Gain chambers 6-10 — Gain character's kill number 2

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain Arena 4.1

5. Gain chambers 18-20 — Gain character's secret outfit

Method Man Chamber Specific Secrets

1. Gain chambers 1-5 — Gain Arena 1.1

2. Gain chambers 6-10 — Gain character's kill number 2

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Character art for Method and rival

5. Gain chambers 18-20 — Gain character's secret outfit

Practice Arena: Complete Practice Mode with all 21 characters to unlock the Practice Arena. To access this arena in Versus Mode, highlight any arena, then hold L1 and L2 buttons and confirm your selection by pressing the X button.

"Death is ultimately an act of grace
and love from the Lord.
A blessing is it not?"

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Game Boy

A dventure Island II

Stage Select: Enter 0894 on the password screen. Now you can start on the first stage with 99 of every power-up item.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)

Get the Excalibur Ship: PROJECTX

Unlock Classic Mode: QRTREATR

Batman

Sound Test: There is a hidden Sound Test Mode. To activate it, simply press Up and Right simultaneously, then press START. The sound test will appear and enable you to select from all of the game's audio tracks.

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.

Level 2: NCFRGJBBK

Level 3: DMTFLSBFOM

Level 4: PKDJMPLNPS

Level 5: KDQLHRNDNC

Level 6: DQSPCPPJUR

Full Power on Last Level:

DMJMBJRFRR



whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives: Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select: Put a heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password: Put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle and a heart in the boxes and you will be in the room with the final boss, Dracula!

Battletoads in Ragnarok's World

Five Lives: At the title screen, hold Down, A and B, then press START. If you have to continue, do the code again to play again with five players.

Boomer's Adventure in Asmik World

Stage Select: Enter ANCIENT as a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your password, put in $\rightarrow\downarrow\downarrow\downarrow\downarrow$. Press START to get the "Stage Select" screen. Use up and Down to cycle through the stages, and press START to begin. Do not select "Exit." If you do, it will not work.

Bust-A-Move 2: Arcade Edition

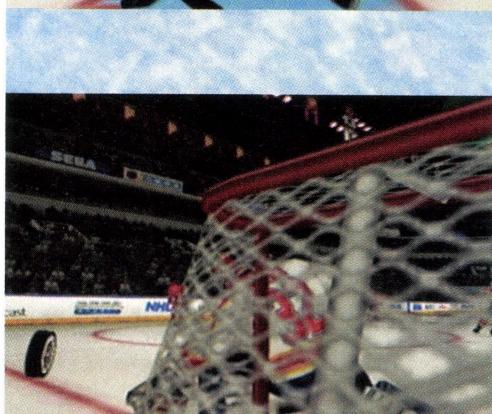
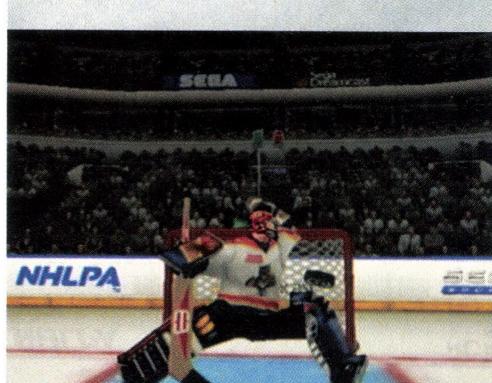
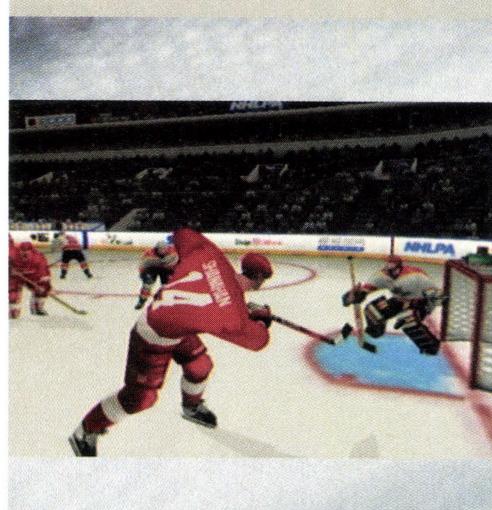
Extra Puzzles: Press A, Up, B, and Down on the title screen. If the code is entered correctly, a small figure will appear in the corner of the screen.

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't



*If you're too lazy to go online and see this awesome game for real, here are some motionless, four color dots on 20lb, recycled paper that do this game no justice what so ever. For example, in frame 3 you can't see that the goalie read you like a trashy novel since you tried your lame-o-deke three times already, or that the game has over 1,000 motion captured moves, or that you can make line changes on the fly. And this piece of paper can't give you the mighty sound of your final, heroic one-timer: DINK. So why don't you stop dinking around and see it for real at sega.com/games

Sega Dreamcast
IT'S THINKING



*SCREEN GRABS SUCK.
SEE IT FOR REAL AT
sega.com/games

So I was
down 2-1 with
under a minute
left in the third.

He was in my end, burning
up the clock, passing the puck around
like a plate of hot buffalo wings. So I drilled
him into the boards, chopped it loose, and we
go screaming up the ice. My winger is flying down
the side, and I feed him. He fires it across to Shanahan.

Shanahan flicks it to me. I hear the slap, and then it's like
everything slows down. I see the little knots on the net and
the scratches on the pipes, I see that biscuit spinning, the

GOALIE TWISTING, FALLING, ICE SPRAYING UP OFF HIS SKATES, AND I WONDER IS THIS JUST A VIDEO GAME?

I mean, go to sega.com/games and then you
tell me. All I'm saying is, the next thing I know
I'm getting called for boarding my brother into
the brickwork on the fireplace. You've gotta
be kidding me. Like that's a foul? Come on
man, my skates never left the ice ...



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ema, you will reach the title screen. Move the cursor down to "Password" and press START. On the password screen, enter the code 21LN.

Dead Heat Scramble

Stage Select: On the title screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

Donkey Kong Land 2

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

40 Banana Coins: B, B, A, A.

All Kremcoins: A, B, A, B.

Extra Lives: A, A, B, B.

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallop's level, Total Rekoil. When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 01 to 10 Warp: When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

Level 10 to 20 Warp: As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the "Space Fever II" game begins, don't shoot either of the first two icons (the ones that will take you to the "D.J." or "Ball" game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called "Run! Run! Run!" This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Go Go Tank

Seven Chances: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, START. You'll have seven lives and seven continues.

Invincibility: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, START.

James Bond 007

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.

Blackjack: BJACK

Baccarat: BACCR

Red Dog: REDOG

Kirby's Dream Land

Special Config. Mode: At the title screen, press and hold Down+B+SELECT. Using the Control Pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

Secret Bonus Game: On the title screen, hold Up+A+SELECT at the same time. The word "Extra" will appear. Press START to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses: At the title screen, press Right+SELECT+A+B at the same time. Now you'll see a black cat run across the high score screen. Press START to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against which you want him to begin. Defeating three bosses will let you face King Dedede!

Play Bonus Games: At the title screen, press Left+B+SELECT. Start a new game. Go to any stage and you'll be at the bonus game of that stage!

Lion King

Level Skip: While playing, pause the game by pressing SELECT, then press B, A, A, B, A, A and the game will automatically skip to the next level.

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.

Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.

Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi, or Club Champs, that golfer will be a left-handed player.

Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Mega Man 5

Power-up Arm Weapon: After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

Men In Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while

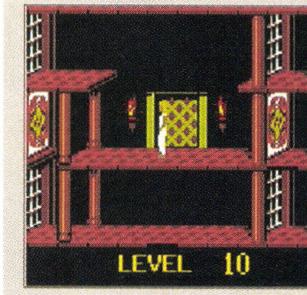
Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.

Level 8: 70914195

Level 9: 68813685

Level 10: 01414654

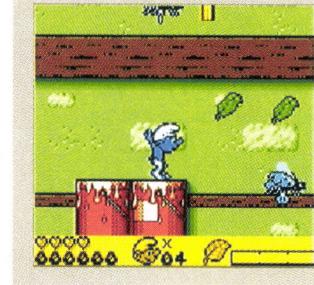


The Smurf's Nightmare

The Rabbit Race: Brainy Smurf, Handy Smurf, Shy Smurf.

Mysterious Planet 1: Astronaut Smurf, Shy Smurf, Brainy Smurf.

The Workbench Gone Mad 1: Shy Smurf, Baker Smurf, Handy Smurf.



Left, Right, Left, Right, B, A and START.

Full Speed and Shields: Press B five times, then A five times. This will work once per game.

Full Power Option: Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it will take away all your ship's accessories!

No Power-Ups: Press Up, SELECT, Down, SELECT, Left, SELECT, Right, and SELECT, then repeat this sequence twice more. Use this code only for added challenge—it prevents you from powering up your ship!

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.

No Fumbles: START, START, START, START, B, B, A, A, Down.

Infinite Turbos: START, START, START, START, START, B, A, A, A, Up.

Night Game: START, START, B, B, A, Right.

No Pointer: START, START, START, B, B, A, A, A, Left.

Invisible Receiver: START, START, START, START, B, B, A, A, Up.

Operation C

Input the following codes at the title screen.

Stage Select: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and START.

Listen to Sounds: Up, Down, Left, Right, A, B, and START.

Pocket Bomberman

All Power-Ups: 5656.

Area Passwords:

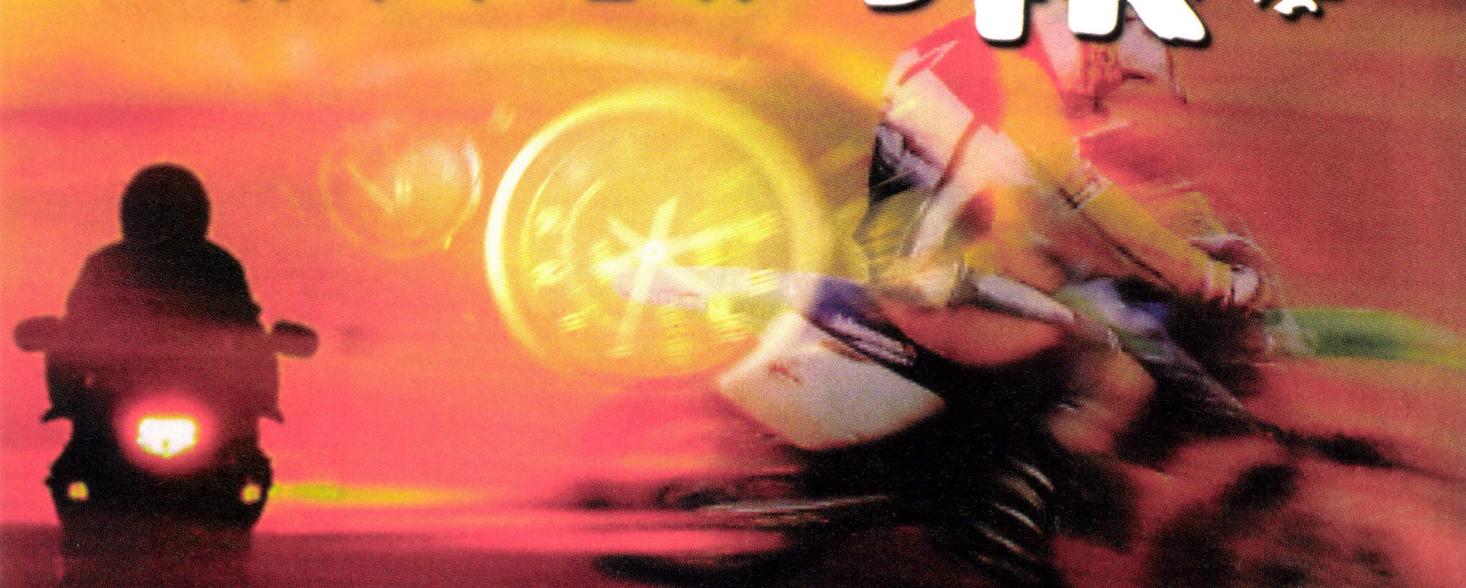
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Area 1	7693
Area 2	3905
Area 3	2438
Area 4	8261
Area 5 Boss	1893
OCEAN WORLD	
Area 1	2805
Area 2	9271
Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

Pokémon

Easy Level Gain: To easily gain experience, simply switch the Pokémons you want to train with the top Pokémons on your list. When you go into battle, the Pokémons will pop out. You can then switch to another Pokémons. Once you win the battle, both the beginning Pokémons and the fighting Pokémons will both gain experience points.

Fight Safari Zone Pokémons: This will allow you to fight and catch the Safari Zone Pokémons outside of the Safari Zone. To begin you must have a Pokémons with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémons you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémons in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémons from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Raging Fighter

Player vs. Player: At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. Then, before the screen changes, push A or B to alter the color of your opponent's player. A will darken the color while B will keep the colors the same. The code will stay in effect until the power is turned off.

Rugrats: The Movie

Enter the following codes to advance to the corresponding level.

- Level 2:** RQDHJIV
- Level 3:** TQMMY QK
- Level 4:** BVBVFIND
- Level 5:** RJDBCVR
- Level 6:** VNGBLJC
- Level 7:** B1GSMVSH
- Level 8:** LTBWQQD

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: CQQKJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS

Samurai Shodown

Bonus Samurai: At the intro screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press SELECT four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the player select screen.

Shanghai

Special Modes: Begin and press SELECT to pull up the options menu. Select "New Game" and push A.

ZAP: Adds a zapping sound effect to a game.
STF: Allows you to view the credits.
MAN: Makes fewer tiles for an easier game.
REV: For a game where all the tiles are reversed. When you select a tile, it turns over. You must remember where the tiles are to find matches.

Snow Bros. Jr.

Invincibility: When the title screen appears, press and hold Down-Left, A and B at the same time, and then press START. No enemies will be able to hurt you!

Map Select: You can now get a "Map Select" screen in which you may choose your starting level. At the title screen hold Up, Select, B and press START.

Space Invaders

Classic Space Invaders: CLSS1281999DBM
Mars Level 46: ?WZ4VCLN4W81v?
Jupiter Level 61: RSSN3QJ78?GJMC
Saturn Level 76: WSPZMS08N2H8NF
Uranus Level 91: CV1?QWKJ3X8R5
Neptune Level 106: HV27RW1GN3YOR7
Pluto Level 121: MV7HRCRLHS3ZSR9

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3, or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the

number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You Vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: Note: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with ten lives instead of five.

Play As Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Super Mario Land 2: Six Golden Coins

Easy Mode: On the title screen, press START to enter the pipe room. In this room, press SELECT to get into "Easy Mode." You can then begin any saved file you wish.

Play the Demo: When the title screen appears, hold Up, SELECT, and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Tarzan

Level Passwords:

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Up: When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and START. **Practice Bonus Games:** On the title screen, simultaneously press and hold A, B, and SELECT, then press START. A question mark will appear to the right of the "5" on the stage select screen. Select this question mark to practice the bonus games.

Terminator 2: Judgment Day

Slow Down the Time: In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the SELECT button to slow the timer down.

Tetris

Rockets: Score 100,000 points in the A-type game and you'll get to watch a small rocket launching off into the stars. Score 200,000 or more and you get a large one.

Russian Dancers: Complete Level 9 in the B-type game and Russian dancers will fill the screen.

Space Shuttle: Complete Level 9 in the B-type game with the High at "5" and you get to see the space shuttle take off!

Tetris Blast

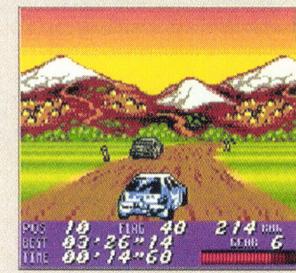
Fight 2 Mode: On the title screen, press B five times, then press START.

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.

Medium Tracks: FAST

Hard Tracks: FOOD



Tiny Toon Adventures

Practice Bonus Games: Hold Down and the B button. Next, press START at the main menu.

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.

Skip Levels: DLVTRKBBLV

All Weapons: DLVTRKBWP

Infinite Energy: DLVTRKBNRG

Infinite Lives: DLVTRKBVL

Bird Mode: DLVTRKBBD

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

World Heroes 2 Jet

Scorcher Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B, Up. You will hear a sound to confirm that the code was entered correctly. The Scorcher Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles in Training and Tournament Modes.

Yoshi's Cookie

Extra Levels: First, set the music to "Off," the speed to "High," and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Now you can advance to even higher levels by pressing the SELECT button.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.



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We've come a long way since Pong created the digital playground, haven't we? On ZDNet, you'll find the biggest playground on the Web: GameSpot. It's got everything your gaming heart desires: PlayStation, N64, PC or Dreamcast. Maybe that's why the Academy of Interactive Arts named it "Entertainment Site of the Year." Or maybe it was the pictures of the real-life Lara Croft. Whatever game-thing you're into, ZDNet's GameSpot has something for you.

VISIT ZDNET'S GAMESPOT TO DOWNLOAD A FREE DEMO AND OFFICIAL GAME GUIDE FOR LARA'S LATEST ADVENTURE, TOMB RAIDER: THE LAST REVELATION.

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Coming Soon

HOT TITLES ON THE GAMING HORIZON

Dreamcast

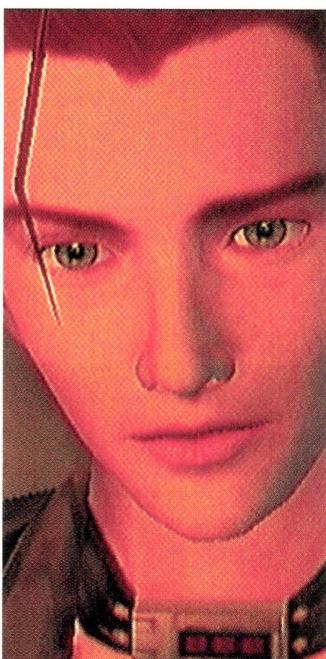
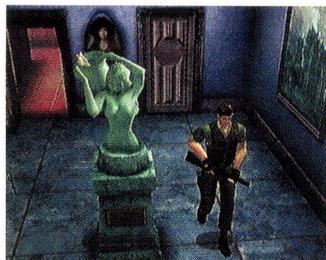
Resident Evil Code: Veronica

Publisher: Capcom**Developer:** Capcom**Release Date:** March 2000

Survival horror fans, watch out! We're only weeks away from the release of what is arguably the most visually impressive (and frighteningly good) Dreamcast game to date—Resident Evil Code: Veronica.

As you probably know, Veronica takes place three months after the events of Resident Evil 2 and 3, and it is actually a direct sequel to the games. Everything is in full 3D (no more static backgrounds), and the game length is nearly twice as long as Resident Evil 3!

Needless to say, this game is going to be HOT. We've played through the Japanese version already, and we're now working our way through the U.S. version in order to bring you the best possible guide for our next issue. For now, though, you can drool in anticipation over these screens!





Dead or Alive 2

Publisher: Tecmo

Developer: Tecmo

Release Date: March 2000

Feast your eyes on the most visually stunning console fighting game ever. Tecmo's Dead or Alive 2 will continue the tradition of gorgeous visuals, interactive backgrounds, and beautiful women (not to mention the "bounce" that they started with the original Dead or Alive...perverts!).

All of your favorites make another appearance in DoA2, along with some new faces and even more of those outrageous outfits we all loved so much the first time around (check out Ryu Hayabusa's original Ninja Gaiden getup. Sweet!). The fighting arenas will not only contain the familiar "danger zones" of DoA2, but it will actually be possible to get thrown from a ledge or through a window to a totally new area of the battlefield.

This collection of screen shots should be enough to get DC owners' mouths watering. Keep in mind that all of these are actual, real-time shots of the in-game action. Who needs pre-rendered stuff when a system is capable of this?

Tony Hawk's Pro Skater

Publisher: Crave Entertainment

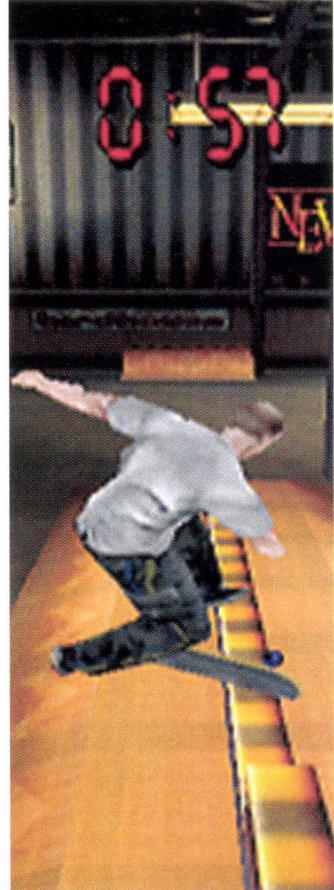
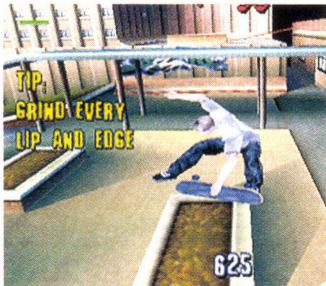
Developer: Treyarch

Release Date: May 2000

Craze Entertainment is getting ready to unleash on the Dreamcast what many called the best PlayStation game of 1999. Tony Hawk's Pro Skater has single-handedly revitalized the video game skateboarding genre, and it's about time Dreamcast owners got a chance to experience the magic.

All the high-flying, points-racking, adrenaline-pumping tricks will be present in the Dreamcast version of Tony Hawk. In fact, at this time it looks as though the Dreamcast is going to see a carbon-copy port of the PS title, albeit one with much-improved visuals.

There's not a whole lot more to say about Tony Hawk's Pro Skater on the Dreamcast. If you've had the pleasure of playing the PlayStation version, you'll know exactly what to expect. If you're a Tony Hawk virgin, get ready for the ride of a lifetime.



Nintendo 64

Resident Evil Zero

Publisher: Capcom

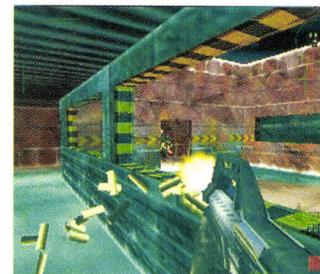
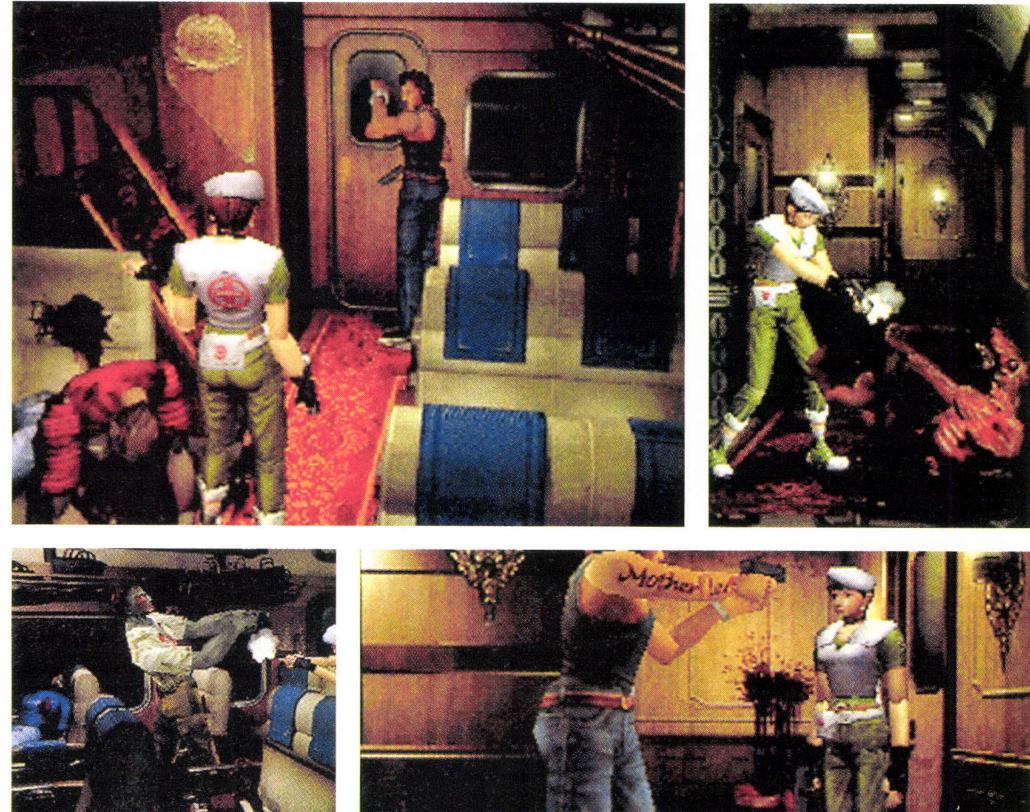
Developer: Capcom

Release Date: TBA

Ever wonder about exactly what happened to the S.T.A.R.S. team leading up to the original Resident Evil game? We have. The N64-bound Resident Evil Zero may be able to answer a few of those questions.

Resident Evil Zero stars Rebecca Chambers (that annoying "damsel in distress" from the first game) and chronicles the events leading up to the original Resident Evil, including insights into the S.T.A.R.S. team and Umbrella.

As of this writing, Capcom has announced no solid release date for Resident Evil Zero in the U.S. However, with the relative success of the recently released Resident Evil 2 on the N64, it's a pretty safe bet that we'll be playing RE0 soon enough.



Perfect Dark

Publisher: Nintendo

Developer: Rare

Release Date: May 2000

Since its release a couple of years ago, GoldenEye 007 has been considered by many as the single best reason to own a Nintendo 64. Now that the pseudo-sequel to that smash hit, Perfect Dark, is almost ready to hit the shelves after a long and frustrating delay, GoldenEye fans expect it to be nothing less than, well...perfect. Both Rare and Nintendo are painfully aware of this fact and plan to release a game that redefines the first-person genre on the N64.

The big question now is the deathmatch. Everyone knows that the most fun to be had in GoldenEye was with the deathmatch feature. Nintendo is promising big things with the multiplayer aspect of Perfect Dark, and we here at XG can't wait to see what they come up with.



Turok 3

Publisher: Acclaim

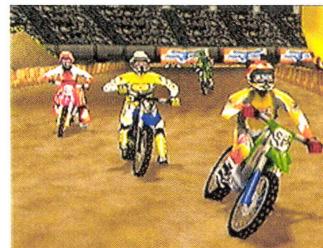
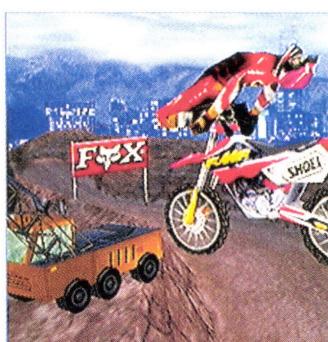
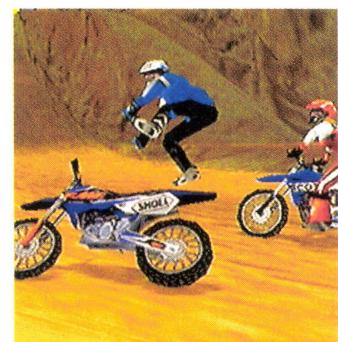
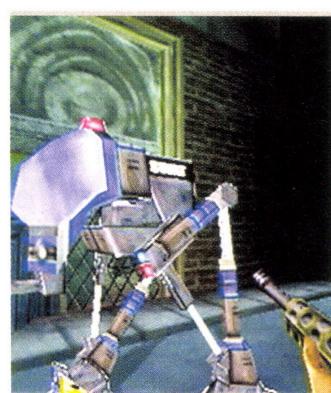
Developer: Acclaim Austin

Release Date: August 2000

Before GoldenEye there was Turok. Even through all its trials and tribulations, the series has accomplished a lot for the N64 and has been a mainstay of the system's stable since the beginning.

Now, hot on the heels of the recent deathmatch-intensive Turok: Rage Wars, comes Turok 3. Returning to the storyline of the first two Turok games, Turok 3 looks to push the bar a little higher as far as graphics go.

Using a more futuristic backdrop, Turok will battle with more than just prehistoric monsters. A new arsenal featuring more modern and even more lethal firepower will certainly help Turok face his new hi-tech foes.



Excitebike 64

Publisher: Nintendo

Developer: Left Field

Release Date: May 2000

In true Nintendo fashion, yet another classic game is getting a facelift for the current console generation.

Excitebike, which all you old-timers out there might remember as one of the most enjoyable motorcycle games on the NES, is coming to the N64.

Excitebike 64 sports beautiful graphics, as well as new tracks and rider/bike models. The biggest draw to Excitebike back in the good ol' days was the track creator feature. Never a company to overlook the things that got it where it is, Nintendo will include a full track editor in Excitebike 64.

Early shots and movies of the game indicate that it's going to have some of the best two-wheel racing action this side of your local dirt track. It even looks as though the true hotdoggers out there will get to show off with a fancy move or two every time they get some big air.

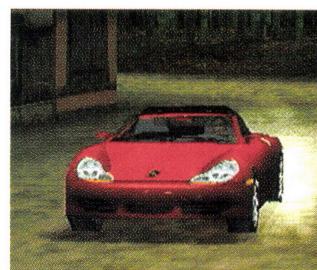
PlayStation

Front Mission 3

Publisher: Square EA
Developer: Squaresoft
Release Date: Spring 2000

Finally! It's been a long time coming, but at last a Front Mission game is coming to the U.S. A strategy-RPG game along the lines of Vandal-Hearts and Final Fantasy Tactics, Front Mission 3 differs from the genre in that its on-screen counterparts are sitting in the cockpits of huge, lumbering mechs with massive firepower.

Front Mission 3 is the closest thing to pen-and-paper RPGs like Battletech that console players this side of the planet have ever had the opportunity to experience. Placing your troops, choosing weapons, and even tackling an objective from one of many possible angles are all features of the game. It's even possible to disable enemy mechs by blowing off different appendages! With all these great features, Front Mission 3 should fill out Square EA's complement of Y2K RPGs rather nicely.



Need For Speed: Porsche Challenge

Publisher: Electronic Arts
Developer: EA Canada
Release Date: April 2000

EA's perennial super-car racing series has gone through its share of ups and downs, but it has always managed to keep fans coming back for more.

Now, with a Porsche-exclusive line-up of cars to race with and against, EA is trying something altogether different. One would think that this NFS game could become a little boring in the shadow of Gran Turismo 2, but EA has filled out the vehicle roster with a variety of cars dating from the early years of Porsche all the way up to the current collection of street cars and racers. They've even opted to give players a chance to race throughout Porsche history. It's a gutsy move, but it's one that we think just might work—it also doesn't hurt that Porsche Challenge has the prettiest graphics of all the Need for Speed titles thus far.



Tenchu 2

Publisher: Activision
Developer: Sony Music
Release Date: Summer 2000

Taking place four years before the original Tenchu game, Tenchu 2's story outlines the betrayal of Lord Ghoda.

Activision plans on bringing U.S. gamers this prequel this summer. New features include new mission objectives, even more moves, and an intriguing storyline. Striking quickly and quietly, players will delight in having to master completely new ways to become one with the darkness.



Game Boy Color

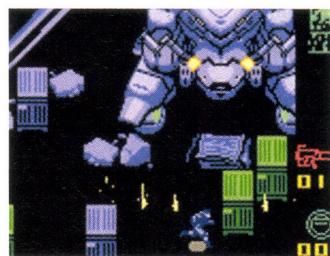
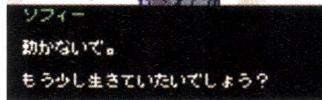
Metal Gear: Ghost Babel

Publisher: Konami
Developer: Konami
Release Date: April 2000

Metal Gear Solid set the world on fire a couple of years ago. Indeed, never before had anyone seen such a perfect melding of combat, strategy, stealth, and a truly incredible storyline.

Well, now Konami is about to treat Game Boy Color owners to that same experience all over again with Ghost Babel. Unlike VR Missions, Ghost Babel is actually a sequel to Metal Gear Solid where players get to travel through multiple levels of tactical espionage action with Solid Snake.

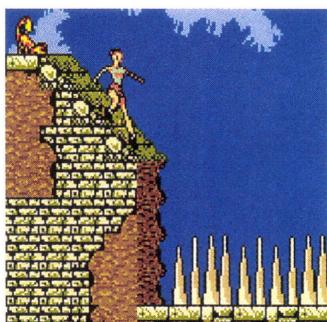
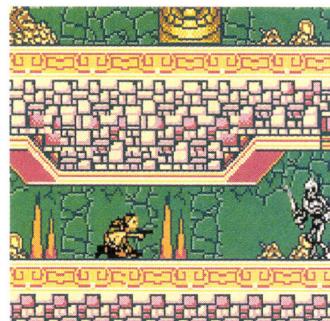
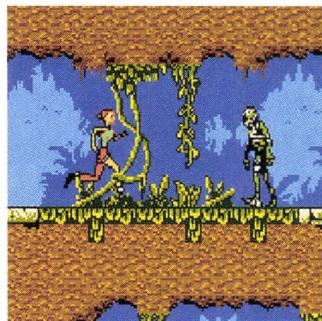
Bearing more than a passing resemblance to the classic NES Metal Gear title, the additional abilities and amazing artwork are sure to come together beautifully in order to create a truly worthy sequel to the fantastic PlayStation game.



Tomb Raider

Publisher: Eidos
Developer: Core
Release Date: April 2000

Lara's already conquered the world on the PlayStation (and even the Saturn), but she's yet to establish her place as the queen of Game Boy action games. What Eidos has shown of Tomb Raider on the Game Boy seems very similar to the classic Prince of Persia games of yesteryear. However, the sheer amount of animation used to go through the familiar Tomb Raider motions is unbelievable. Eidos has proven that it is possible to move Lara into a 2D game on a much more basic system and still keep her move arsenal in tact. If what we've seen is any indication, Tomb Raider on the GBC is going to be something special.



EXPERT GAMER

Game of the Month

APRIL 2000



It's That Game With The Funny Name

Syphon Filter
Syphon Filter 2

We here at XG will be the first to admit that we never thought the original Syphon Filter would be one to make its way into video game history. After selling more than a million copies, however, some people stepped back and took another look. Was it the intense action? The story? Or what about the hours and hours of exploration? Whatever it was, people loved it. And with Syphon Filter 2 following hot on the heels of the original, you can virtually guarantee its success even before it hits store shelves.



LEARN THESE TECHNIQUES



» Manual Reload

Like in any other 3D action game, it's absolutely key to make use of your downtime. If you're just running around looking for new areas or objectives, don't forget to take the time and reload your weapons. If you don't, you'll find that fatal "Click!" coming up more often than you'd like. And remember, the fatal click = enemies shooting you.

» Parameters/Objectives

Knowing the difference between parameters and objectives is one of the most important strategies in the game. We know it's fairly obvious to most of you, but we'll repeat it just to be complete. Parameters are a set of strict guidelines that shouldn't be veered away from. These are usually things like not being detected or not killing any guards. Objectives, on the other hand, are things that have to be completed in order to finish the level. Disarming four C4 charges on the bridge is a good example. Be aware of the mission parameters when you're trying to complete a level.

» Danger Meter

The Danger Meter is your best friend. When in combat, keep your eyes peeled for the flashing red warning—it means that the enemies have you in their sights. When it lights up you're about to take damage! New to Syphon Filter 2 is the ability for enemies to get head shots on you, which is also

indicated by your Danger Meter. You'll see a white box appear over your head when you're in trouble. To reduce the level of the Danger Meter, just try rolling out of the way or ducking for cover. It's important to know where your attacker is so you can adjust from there.

» Survey Says!

It pays to survey your surroundings before you proceed into an unexplored area. Yeah, it might take some time to do on a regular basis, but the benefits are well worth it. We can't list how many times we peeked around a corner and found a patrolling guard or two, or even spotted a secret item that we wouldn't have seen if we'd just gone trotting by. You'll thank us later...

» Auto-Lock

The next best thing to the head shot, the auto-lock feature in Syphon Filter has always been one of its greatest traits. Use the R1 button to lock onto a target, then run around whichever way you wish while firing. It wastes ammo, but it works.



Use the auto-lock/strafe features in tandem for best results.



The Return of Gabe Logan

by Jim Mazurek

jim_mazurek@zd.com



He's back! And he's still the same ol' Gabe Logan from last year, ready to keep you planted on your sofa for weeks with his trademark throaty voice, cheesy acting, and plethora of hi-tech weaponry. Heck, his one-liners have even taken a step up from last year.

"I'll take care of this—get out of here!" stated Gabe as he singlehandedly engaged more than 750 armed terrorists. Being a one-man army is all in a day's work for the likes of Gabe Logan...

Besides the gratifying new things for Gabe, Syphon Filter 2 also brings a new feature that allows you to save at every checkpoint (within a level). For those of you who are thinking "I won't need that!"—trust me, you will.

I'm giving you fair warning that the sequel will not just be a hop, skip, and a jump to victory like the first game was. Good luck!

database

time to complete 15 hours

challenge Moderate

best weapon G18

best feature Danger meter

multiplayer mode An afterthought

also try Metal Gear Solid

system PlayStation

publisher 989 Studios

developer Eidos



www.989studios.com

TWO-PLAYER DEATHMATCH



Having played just about every shoot-em-up multiplayer game there is, Jim felt that he was able to come up with a few key techniques that should help you master the multiplayer mode of Syphon Filter 2.

» THE M-79, BABY!

Make sure to find the M-79 before your opponent does. If you do, you'll have the gods of large explosions on your side. Large explosions destroy stuff, plain and simple.

» CIRCLE STRAFING

The most basic yet effective of all combat techniques, the circle strafe is basically designed to reduce your opponent's accuracy by running around in circles. You'll need to learn how to return fire (when strafing), as well as how to stay unpredictable on your hit-and-run techniques—don't think that there has to be a winner every time you engage an enemy. Also, if you see your armor getting low, retreat and grab some before returning to battle.

» HEAD SHOTS

Remember that with the head shot, it is very important to use a weapon that has a high rate of fire as opposed to one with a high amount of zoom (the high rate of fire will almost guarantee a head shot if you have good aim). It's not too hard for your friend next to you to just glance at your screen and see whether or not you have him lined up in your sights. As you can see, this makes using weapons like Sniper Rifles rather useless in the multiplayer mode.

WEAPONS MATRIX

Curious about which weapons are available on each level? Ponder no more! Use this chart as a reference guide.



WEAPON	LEVEL																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9mm	•	•	•		•	•	•	•	•					•	•	•	•				
.45	•	•	•	•						•	•	•	•	•	•	•	•	•	•	•	•
G18																					
HK-5																					
BIZ-2																					
PK-102																					
M-16	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
H11	•																				
KG34																					
Shotgun	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
AUS-Shotgun																					
G. Launcher																					
TG. Launcher																					
Grenade	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Gas Grenade																					
Sniper Rifle																					
NVG Rifle																					
Crossbow																					
Hand Taser	•																				
Air Taser																					



LEVEL 1: COLORADO MOUNTAINS

1 After the somewhat unexpected landing, head over to Kowalski and tend to his injuries. Two soldiers will come to your aid, at which point you can proceed to the soldier up on the hill. Follow him up through the first cave, then proceed through the second one as well.

2 You'll meet Lieutenant Chance when you exit the second cave. He'll then hand over the **Transponder Locator**.

3 Run past the waterfall and back through the small cave that leads back toward the main area. When you do so, the cave will collapse and force you to find an alternate way through. C4 should do the trick, right?

4 You'll have to fight your way past a group of paratroopers, all of which have fully automatic M-16s at their disposal. Grab one from a dead trooper, and USE IT! Before you leave the area, grab the **Shotgun** hidden up against the rocks.

5 Run through the small passage and take out the three guards that are camping out near the small mountain peak. Climb the outcropping and quickly access your Transponder.

6 Once you've established radio contact, climb down the mountain and head all the way back to the very first area of the mission (where you dropped in by parachute). Here, you'll get the **C4 Explosives**, which will let you clear a passage through the cave that was destroyed earlier.

7 Backtrack once more, but this time you should head to the passage that was host to the cave-in. Approach the soldier, plant the C4, and get out of the way! Continue through the cleared-out passage, and head past the waterfall.

8 You'll encounter two snipers hiding behind little shards of rock which make them impossible to hit. Run around the side of the sniper on the right, grab the **Grenades**, and throw one over at the first sniper. Run up and grab his **H11**, then peek around the corner and take out the second sniper.

9 Run over to the ledge and your comrades will warn you of troops dropping from above. Take care of this last set of troops (about 10-12 of them), then run back to the ledge to complete the level.



LEVEL 2: MCKENZIE AIR BASE INTERIOR

1 You'll start with Lian Xing in this room, where you'll have to sneak your way around to the infirmary in the next hallway.

2 Hide next to the wall until the people are done conversing, then sneak into the room. Pick up, then administer the **Adrenaline Shot**. Leave the room quietly and head around to the right.

3 You'll need to sneak into this camera room and observe a short cinema. When it concludes, flip the switch up against the wall to open the sliding glass door. Pass through and head around the long hallway to the right.

4 You'll end up here, where you'll observe two U.S. G.I.'s conversing. When they finish, you'll need to sneak past the guard window and enter the locker room. Here, you'll find your **Combat Gear**.

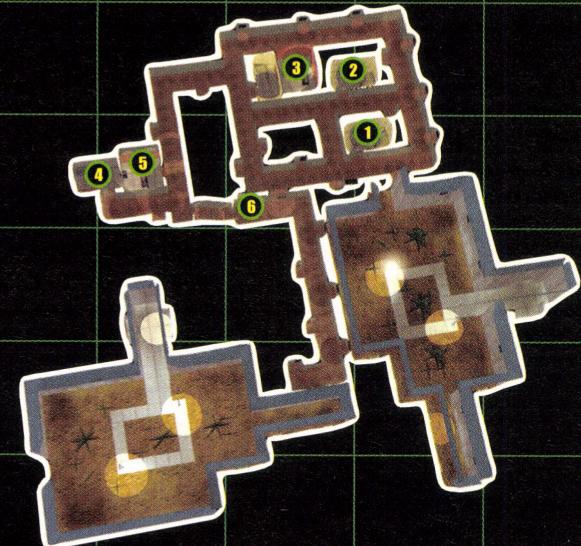
5 Take out the guard with your Hand Taser, then flip the switch on the wall.

Run to the door that opened around the corner. If you don't do this quickly enough, you'll get trapped and fail the mission.

6 Hide in the nook so you can ambush the guard with your Hand Taser when he passes by. Peek around the next corner and watch his pattern. When he walks backward, follow him, and then hide in the passage until he walks by. Whip out your Hand Taser and take care of this guard.



Don't miss the Adrenaline Booster on this rack up against the wall.



WEAPON PROFILES

Knife



First location: Level 1
Rate of Fire: •
Power: *****
Clip Size/Max Ammo: N/A
Zoom: N/A

If you're in close enough to use the Knife, you're actually much better off just using the Hand Taser. The Knife is probably the most useless weapon in the game.

Hand Taser



First location: Level 2
Rate of Fire: •
Power: Stun Only
Clip Size/Max Ammo: N/A
Zoom: N/A

You'll need this weapon when stealth is necessary, since it gives no distinct audible or visual signals during use. Its limited range makes it useless against ranged enemies.

.45 Handgun



First location: Level 2
Rate of Fire: ••
Power: ••
Clip Size/Max Ammo: 10/60
Zoom: N/A

Standard handgun is its name—stopping power is its game. The .45 doesn't mess around with just two or three shots taking out almost any enemy without a Flak Jacket.

Air Taser



First location: Level 6
Rate of Fire: •
Power: *****
Clip Size/Max Ammo: N/A
Zoom: N/A

The Air Taser projects a thin wire that gives it an extended range over the Hand Taser. The other major difference is that it kills the enemy instead of stunning him.

9mm / Silenced



First location: Level 1
Rate of Fire: ***
Power: ••
Clip Size/Max Ammo: 15/90
Zoom: N/A

This is the standard handgun, a trait that definitely shows during gameplay. The sub-standard power combined with the 15 round clip make it an average weapon at best.

G18



First location: Level 19
Rate of Fire: *****
Power: ••
Clip Size/Max Ammo: 33/198
Zoom: N/A

Jim's personal favorite due to its ultra-high rate of fire and decent power. The only trouble with this gun is that it's rare, so you won't be using it much.



LEVEL 3: COLORADO INTERSTATE 70

① Lieutenant Chance will create a diversion as you infiltrate the tunnel and grab some gear. Search the back of the second supply truck and you'll find the **Equipment**. Return to your starting position, equip the M-16, and go for broke. Chance won't be able to move forward until every enemy is taken care of. Once the road is clear, you can proceed into the tunnel together.

② When you get to the third supply truck, you'll be ambushed by three Flak-Jacketed enemies. Gabe will grab a Flamethrower from the truck, at which point you'll take control (see picture). You'll need to blast through three sets of troops, attacking from both the front and rear. The only technique is to adjust the level of your cross hairs. You can't run out of ammo and you can't move, so just concentrate on aiming and you'll do fine.

③ When you exit the first tunnel, you have to sneak up and kill a series of guards patrolling the area. If you're detected, the snipers up in the adjacent mountains will try to acquire you for a head shot (you'll know when you see a flashing box appear over your head). Luckily, you can just roll out of the way from one truck to another, taking out guards as you go.

④ As you enter the second tunnel, you'll find two enemy controlled APCs blocking your path. Grab the **Grenades** from the back of the supply truck, then head back to the main power room. Toss in a grenade, and the lights will go out, prompting Gabe to equip his NVG. Head back toward Chance and clear out the rest of the baddies who are now walking aimlessly in the dark. Once you reach the end of the tunnel, this level will be complete.



You won't be able to move, so your only hope is to have some great aim and an incredible sense of timing.

LEVEL 4: I-70 MOUNTAIN BRIDGE

(Note: You'll only have two minutes to complete the initial step of this mission.)

① When you first arrive, you'll need to sneak over to the right and drop down onto the ledge below (see picture). You'll then traverse 10 or 20 feet until you're up past the Humvee. Pull yourself back up to the main road and run to the back of the truck to pick up the **Equipment**. Sneak back to the beginning of the stage and toss the Gas Grenade at the Commander and his bodyguard.

② Once they're both gone, it's time to drop down to the steel girders below the main level of the bridge and disarm the four explosives that remain live. There is one on each end of the bridge (north and south), and there are two in the middle area. This whole sequence is like trying to navigate a labyrinth, and with the awkward control, it can be downright frustrating. Once you've disarmed all four bombs, climb back up top and enter the tunnel.

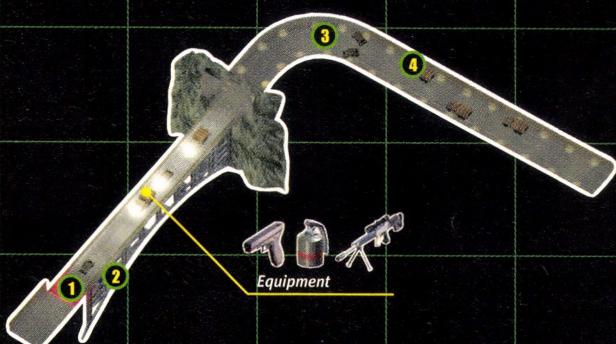
③ You'll encounter two soldiers who are holding Ramirez and Dobson at gunpoint. This part is tricky, since you'll naturally think to use your Sniper Rifle to take 'em out. But because of the Sniper Rifle's slow rate of fire, it's actually impossible to

take both of them out from long range without losing a hostage. Instead, sneak in as close as you can and equip your M-16. Wait until the two soldiers' heads are lined up in your sights; then let it rip!

④ Past the soldiers, you'll encounter a group of personnel carriers that just happens to be filled with enemy troops. D'oh! They will try to take out the two G.I.s that you just rescued, so make haste and take care of them before they get the chance. If they kill either of the two friendly soldiers, the mission will end. Once you get past three trucks, the level is complete.



The ONLY way to take out both of these guys is to use the M-16 in conjunction with your manual aim.



Traversing the cement lip on the bridge is both time consuming and dangerous—be careful!



Creep up alongside the Humvee and drop the Gas Grenade as shown. You'll get both of 'em with one shot!

Biz-2



First location: Level 11
Rate of Fire: ****
Power: ***
Clip Size/Max Ammo: 66/396
Zoom: N/A

The Biz-2 is the traditional high-capacity assault rifle. Its high rate of fire and solid damage make it one of the better standard weapons in the game.

HK5 (silenced)



First location: Level 5
Rate of Fire: ****
Power: ***
Clip Size/Max Ammo: 32/192
Zoom: N/A

The silenced version of this assault rifle is better than its less subtle cousin. It allows quick and easy kills on enemy troops without causing too much of a ruckus.

KG34



First location: Level 17
Rate of Fire: ****
Power: **
Clip / Max Ammo: 20/120
Zoom: N/A

Arguably the best weapon in the game, the KG34 fires Teflon coated bullets that rip through Flak Jackets like a hot knife through butter. Use your ammo wisely with this one.

H11



First location: Level 1
Rate of Fire: *****
Power: *
Clip Size/Max Ammo: 50/300
Zoom: Yes, very accurate

The ridiculous rate of fire makes this gun key for rooms crawling with enemies. Walk in, turn it on, and walk out. It also has an accurate zoom feature.

PK-102



First location: Level 12
Rate of Fire: ****
Power: **
Clip Size/Max Ammo: 30/180
Zoom: N/A

There's just something about this weapon that makes it sub-par on almost every level. It has a slow rate of fire and a low clip capacity. Use it only as a last resort.

M-16



First location: Level 1
Rate of Fire: ****
Power: **
Clip Size/Max Ammo: 30/180
Zoom: N/A

This is the standard assault rifle, and appears in almost every level of the game. As you'd expect, it's only about average in all categories.



LEVEL 5: MCKENZIE AIRBASE EXTERIOR

(Note: If you use any non-silenced weapons on this stage, you'll be immediately detected as an intruder and the mission will be over. The mission will also end if you kill any friendly G.I.s — you're supposed to stun them.)

1 Equip your Hand Taser and wait for the first guard to run back to his post. When he does, sneak up behind the other guard and stun him. Follow the previous guard through the long winding hallway, then head to the truck in the middle of the field.

2 Grab the **Silenced Sniper Rifle** and take out the two guards on patrol (with the Hand Taser) before climbing up the roof and proceeding to the next area.

3 Once you get into this labyrinth-like series of hallways, there will be a couple of guards that you need to take care of. You should know the drill by now: Just hide behind a wall or box, let them pass you by, then stun them with your Taser.

4 Work your way up into the airplane hangar and take out the Agency Pilot with your Sniper Rifle. The best way to do it is by sneaking into the northeastern corner of the room (you'll just barely be able to see him, but you won't risk being spotted). Once the pilot is out of the way, walk under the plane and

sabotage the control panel. A soldier will enter the room—if he spots the dead Agency Pilot's body, you fail. Take him out (with your Hand Taser) as soon as possible.

5 Run back through the hallway and get past the searchlights that scan the main area (if you are spotted by the floods, you'll fail the mission). Jump on the side of one of the passing supply trucks, then let go directly across from the main entrance to the south side of the installation.

6 When you enter this side of the base, you'll see Holman walking into a hangar with a couple of soldiers. Follow them. Take out all of the soldiers until only Holman remains. Sneak up behind him and a cinema will ensue. Take his **HK-5** and continue onward.

7 Work your way out to the field with the searchlights, then peek around the first box that leads out into the open area. Equip your Sniper Rifle and take out the large searchlight on top of the Comms Tower. Once you do so, you'll be able to run down and start up the supply truck to create a diversion. After it smashes into the wall, you can run up and enter the Comms Tower.

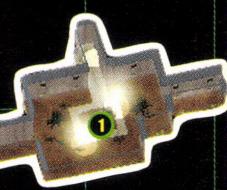
8 Ride up the elevator and exit to the right. Sneak

around the office (hugging the inside wall) and take out the first guard who's fiddling with the controls. You'll only have about 15 seconds to get into place and take out the second guard, so just sneak right up and use your Taser immediately. Flip the switch up against the wall (acquiring the transponder frequency) and head out to the H-pad to stop Falkan.

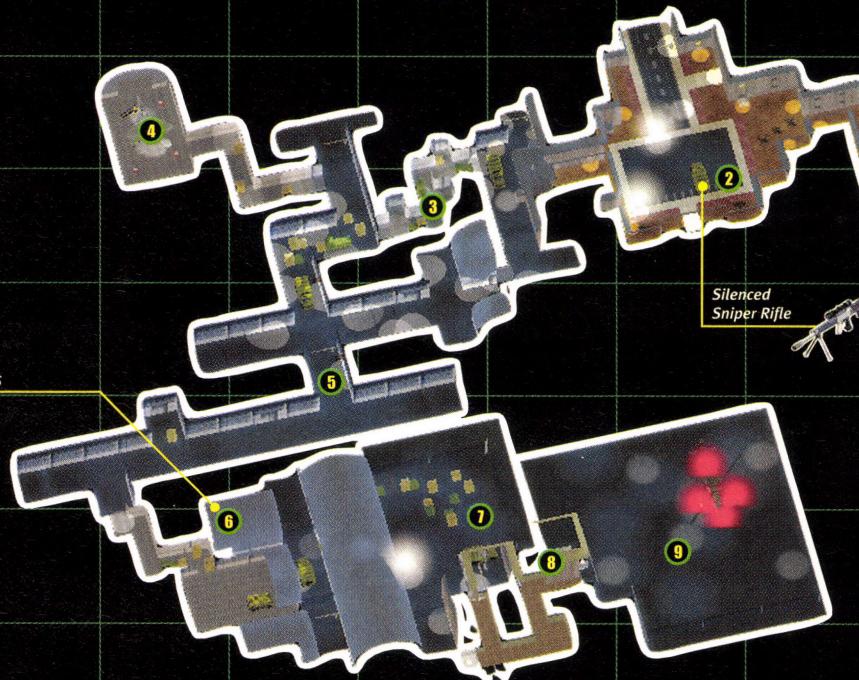
9 Once you take out both the guard and Falkan (accomplished by creeping up behind them with your Taser), approach the chopper and the level will be complete.



Run to the rear of this truck and search it to find the **Silenced Sniper Rifle**. You'll want to make sure the area is clear of guards first.



Get alongside the front (cab area) of the truck so that as you run, the truck will slowly pull ahead of you. As soon as you're exposed from the left side, cut across and enter the doorway.



WEAPON PROFILES

Shotgun



First location: Level 1

Rate of Fire: ••••

Power: ••••

Clip Size/Max Ammo: 25

Zoom: N/A

The one thing that you'd come to expect from a shotgun (some sort of spread effect), isn't there, making it practically useless.

AUS Shotgun



First location: Level 21

Rate of Fire: ••••

Power: ••••

Clip Size/Max Ammo: 12

Zoom: N/A

The AUS is so powerful that it has the ability to physically knock enemies back several feet. It's a rare weapon, but it definitely is one of the best.

G. Launcher



First location: Level 8

Rate of Fire: •

Power: •••••

Clip Size/Max Ammo: 15

Zoom: N/A

The M-79 isn't quite as dominant as it was in the first game, and since it's very rare, you better treasure the few rounds you can spout off when you find one.

TG Launcher



First location: Level 12

Rate of Fire: •

Power: •••••

Clip Size/Max Ammo: 5

Zoom: N/A

The Tear Gas Launcher is one of the few non-lethal weapons in the game. As such, it is extremely useful when dealing with enemies that should not be killed.

Grenade



First location: Level 1

Rate of Fire: •

Power: ••••

Clip Size/Max Ammo: 10

Zoom: N/A

Having trouble with an enemy who seems to be dug in like an Alabama tick? Flush 'em out with one of these puppies!

Gas Grenade



First location: Level 4

Rate of Fire: •

Power: ••••

Clip Size/Max Ammo: 10

Zoom: N/A

This is useful when you need to take out a group of enemies without making any noise. (This is NOT Tear Gas! Be aware that these cannot be used to stun people.)



LEVEL 6: COLORADO TRAIN RIDE

(Note: Your main objective is to get from the back to the front of the train. There are no special objectives or parameters, so a walk-through is a bit pointless. Instead, we'll point out a couple of secrets to find along the way.)

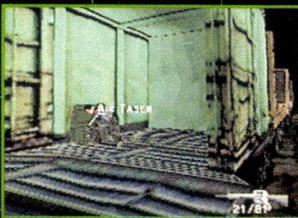
- 1 If you drop down into the first car, you'll notice there's a **Flak Jacket**. If you get damaged later on in the level, don't be afraid to return and grab it.
- 2 Once you get to the seventh car (an aqua blue one), drop down alongside it

and grab the **Grenades**. Also, don't forget to grab the **Shotgun** from the guard.

- 3 If you drop down to the side of the 16th car (another aqua blue one), you'll find an **Air Taser** hidden inside. All of these secret items will carry over to the next level with you, so don't feel like you have to use them up right away.
- 4 When you reach the 22nd train car, the level will be complete.



If you lose track of which car you're on, you can always just drop down to the side and check.



Don't miss the **Air Taser**—it comes in handy on level seven if you run out of ammo.



LEVEL 7: COLORADO TRAIN RACE

*(Note: This stage is quite similar to the previous one, with an added time constraint of **eight minutes**. So, in other words, if you don't get to the front of the train in eight minutes, you can kiss little ol' Gabe goodbye.)*

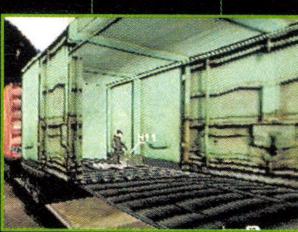
- 1 The third car is home to a **Flak Jacket**, so like the previous level, come back to it when you run low on armor.
- 2 Take care of the two guards, then drop down to the side of the seventh car—you'll find an **H11**.

- 3 Once you acquire the **H11**, the rest of the stage is but a walk in the park. Its high rate of fire makes getting those awkward head shots a breeze.

- 4 You'll get a chance to make a save at the 12th car (a red one) when you reach the only checkpoint in this level.
- 5 When you reach the 21st car, the level will be complete.



And yes, you **CAN** kill Flak-Jacketed enemies with the **Air Taser**. Just target the head manually and it's all over.



The **H11** is your only extra weapon on this stage. Luckily, it comes stocked with 300 rounds.

AT ALL COSTS, MASTER THIS!

► HEAD SHOTS

In Syphon Filter 2, almost every level has been littered with tons of Flak-Jacketed enemies. Because of this, head shots have become the "thing to learn" for any hardcore combat master. The funny thing about the head shot technique, however, is that it's truly a conglomeration of two or three other tactics. First and foremost, you'll want to always place yourself behind some cover, preferably on a perch or behind a wall (peeking out as you need to take shots). Second, you'll need to get good with the manual aim (using the L1 button). And, finally, once acquired, it's time to actually time your rounds. You'll know you have a head shot when you see the white box labeled "Head Shot" float above your target. At first, the control may seem a bit touchy in the manual aim-

ing mode, especially if you use the D-Pad. But once you get used to the sensitivity, you'll start chalking up head shots faster than an overclocked Celeron 300A. And don't forget that those head shots save you ammo! Spending 3-5 rounds for a head shot is much more frugal than wasting 20-30 for a standard attack.



Whoa! Is that guy an alien or a friendly G.I.? Either way, we don't like him one bit!



LEVEL 8: C-130 WRECK SITE

(Note: Your main objective is to work your way past all of the enemy troops and locate the Data Disks before Archer does.)

- 1 Use your **H11** until you make it past the first 10 or 12 guards (it has a very precise cross hair that allows for consistent head shots).
- 2 Proceed down the main path until you approach the large piece of plane wreckage. A sniper is firmly planted on top of this wreckage, so find cover while you try to acquire him.
- 3 When you reach the end of the valley, you'll find a **M-79** and the **Data Discs** right next to each other. When you go for the Data Discs, Archer will show up with four of his bodyguards. Take refuge behind the plane wreckage and let one of your M-

79 rounds fly. As you continue after Archer, you'll be ambushed by two more groups of four guards each. Once you get past them, you'll find Archer hanging from the base of a helicopter as he tries to get away. The ONLY way to take him out is with a head shot, and this is best accomplished by using the **H11**. Once you kill Archer, the level will be complete.



You can take cover from the sniper here, next to the plane.

QUICK TIPS

! This is a list of some of the smaller tips and tactics in Syphon Filter 2. Don't overlook these just because they aren't as in-depth as some of the others. Take it from us—it's not always necessary to whip out ultra-fancy tactics.

► Ultra Fast Weapon Select

Although there are three different ways to select your weapons, the best way is to hold Select, then use the L1 or R1 buttons to scroll through your list as quickly as possible. This method is by far the best for combat.

► The Action Button Saves the Day

If you've been stuck on a certain part of a level for a long time, don't forget about looking for places to use the

action button. You can use it to climb things, kick open doors, or even activate hidden switches.

► Zoom Awareness

Sometimes using weapons with zoom capabilities isn't the best choice for head shots. When in close combat, for instance, we found it much easier to use handguns without zoom. It's much easier to acquire your target (zoom has too long of a delay).

NVG Rifle



First location: Level 12
Rate of Fire: •
Power: ***
Clip Size/Max Ammo: 10/30
Zoom: N/A

The Night-Vision Rifle is only useful for low-light applications. It's equipped with a very powerful scope that lets you use it for both combat and surveillance.

Sniper Rifle



First location: Level 4
Rate of Fire: ••
Power: ••
Clip Size/Max Ammo: 10/30
Zoom: Yes

The Sniper Rifle is great for picking off enemies with Flak Jackets since the powerful zoom lets you get very consistent and accurate results.

Crossbow



First location: Level 9
Rate of Fire: •
Power: *****
Clip Size/Max Ammo: 5
Zoom: N/A

Swift, silent, and deadly: the three words that best describe the crossbow. It's a one-shot kill even on Flak-Jacketed enemies, making it very desirable.



LEVEL 9: PHARCOM EXPO CENTER

(Note: On your first time through, this level is quite possibly one of the longest in the game. Don't forget to make memory card saves at the various check points.)

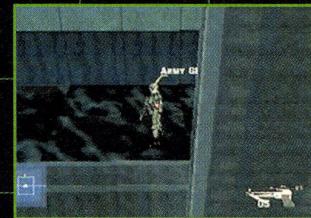
- 1 The first two guards can be killed easily with your standard 9mm pistol. Grab the **Silenced HK-5**, then proceed down the hallway.
- 2 After climbing through the vent, you'll come up to your first **Flak Jacket**. If you've only taken minimal damage, make sure to leave it for later.
- 3 Here, you'll take out the guards and crawl up into the ventilation shaft. Once you're in the shaft, you'll come up to a grate where you can see a G.I. standing nearby. Equip your Crossbow and

shoot him in the mid-section. Continue down the shaft and exit. Take out the remaining guards with your Hand Taser, then kick open the doors that lead to the next area.

- 4 Take out the two G.I.s with your Hand Taser and proceed out into the next room. Climb the boxes, then drop down and zap the G.I. with your Hand Taser. Climb up to the top of the boxes and leap across to the scaffolding. Take out the guard, then enter the next ventilation shaft.
- 5 Grab the **Grenades** before heading up into the next ventilation shaft.
- 6 Here, you'll only be able to lower yourself down on the far right edge. There are a few boxes

(below) that will let you do it.

- 7 You'll need to set the Decoy here before heading up through the next set of ventilation shafts.
- 8 In this area, you'll need to take out the two guards that are moving before attempting to kill the one guarding the exit. The object is to kill them when they stop moving, so you'll probably need to sit back and watch their patterns a few times before doing so.
- 9 Take out the last few agents, then climb on top of the Stonehenge exhibit. You'll need to jump from one to the next until you finally reach the vent that exits the level.



When you're looking out from the ventilation shaft, equip your Crossbow and shoot the G.I. in the mid-section. It won't kill him, but it will incapacitate him.

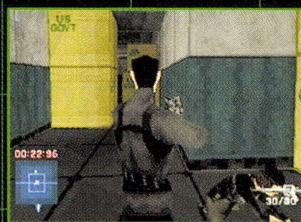


LEVEL 10: MORGAN

(Note: There are only two main objectives: one is to disarm the four bombs, the other is to kill Morgan.)

- 1 For the most part, just follow Teresa around and protect her from Morgan's bodyguards who will try to take her out as she disarms the bombs. It's key to stay "tanked up," so make sure to kill enemies with head shots as often as possible. This way, you can grab their Flak Jackets and continue on with full strength.

- 2 When you finally meet up with Morgan, you'll need to run around in circles for a little over a minute (this gives Teresa time to disarm the last bomb). The best technique is to stay up against the piece in the center of the room and keep Morgan opposite of yourself. When she finishes with the last bomb, you can attack Morgan. We equipped the M-16 and went for a head shot immediately, a technique that seemed to work every time.



Stand close to Teresa while she's disarming the bombs. This way you'll be like a human shield.



You have to run around for approximately a minute and 15 seconds while Morgan shoots grenades at you.



REAL GEAR

Lets face it kids—weapon technology is cool, and equally so are the game companies who do research and use realistic weapon models for their games. Metal Gear Solid, Rainbow Six, and even Resident Evil 3 all pushed the creative envelope by using some of the world's most renowned weapons and gadgets in their games. Syphon Filter 2 is no slouch, either, as it joins the few select titles that really went out of their way to make gameplay more realistic. Take a look.

Spas-15

Manufacturer: Franchi (Italy)

Caliber: 12-Gauge

Capacity: 6 rounds

Price: \$2,000 – \$3,000

Comments: Only a few Spas-15s were ever imported to the United States from Italy, and because of that, they fetch quite a premium price on the assault rifle aftermarket. Honestly, though, it looks tougher than it is useful.

HK G11

Manufacturer: Heckler & Koch (Germany)

Caliber: 4.73 x 33mm (caseless)

Capacity: 50 rounds

Price: N/A

Comments: The G11 is still a military-only weapon, and is NOT available for civilian use. It fires an experimental caseless ammo which eliminates the brass ejections that you'd get from a normal rifle of this type.

To the left are the weapon models as they appear in Syphon Filter 2. The right shows them as they are in real life. It's quite easy to see the similarities.



LEVEL 11: MOSCOW CLUB 32

1 Run around on the scaffolding up top, then take out the guard and grab his **Biz-2**. When you walk out onto the bridge, an enemy grenade will take out a chunk of it, allowing you to drop down. Kill off the remaining enemy troops, then proceed down the hallway.

2 When you reach the bar, make sure to whack the enemies before taking refuge inside (they'll just throw grenades when you run in with guns blazing). Grab the **Shotgun** behind the bar and move on.



Most players overlook the hidden switch behind the bar. It reveals a secret passage that grants you access to the basement of the club.

3 Get up into the ventilation shaft and lay a surprise attack down on the two unsuspecting guards at your exit.

4 The Police will surround the building, forcing you to find an alternate way out. Hit the switch behind the bar to reveal a secret passage.

5 Continue down the path, torching enemy upon enemy, until you finally reach a little stash of **Grenades**. Grab 'em, then continue on down the hallways.

6 When you get to the Techno Room, you'll want to take out all three guards from the dance floor area. Don't try to climb the speakers until all three guards are dead.

7 Proceed into the bathroom area, receive the incoming radio traffic from Gabe, and the shoot out the window up top to complete the level.



LEVEL 12: MOSCOW STREETS

(Note: The entire level is littered with grenadiers, so watch the rooftops with a keen eye.)

1 If you need armor, grab the **Flak Jacket** hidden in the police car. Wrap around the first corner and wipe out the first few guards. Search another police car to find a **TG Launcher**.

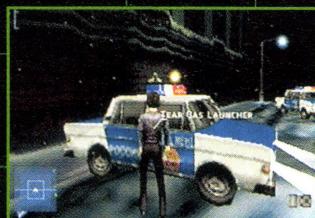
2 You should be able to take out all of these guards with only three or four shots from the **TG Launcher**.

3 The only way to avoid the out-of-control car is to roll into the little nook on the right-hand side of the alleyway.

4 If you double back, you'll find a guard with a **M-79** who's quite easy to kill...

5 This whole street is littered with grenadiers. It's best to just run past them with the .45 blazing.

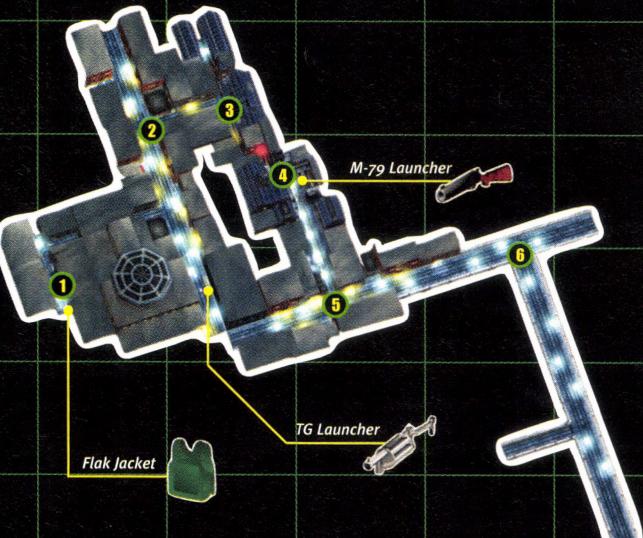
6 Track Gregorov as he flees down this busy street. Watch out for cars passing by and seek shelter behind light poles if he starts throwing hot lead your way.



Having trouble finding the TG Launcher? Find it inside this abandoned police car!



When running after Gregorov, make sure to use the light poles as cover.



SECRETS? HIDDEN MULTIPLAYER LEVELS?

Hard Mode

When you complete the game once (finding at least two multiplayer levels), you will unlock a Cinema Gallery for both discs one and two. You can access this mode from the Cheats menu on the information screen.

» Code to Unlock Hard Mode

There are certain cinemas that can only be earned by completing the game on the Hard difficulty setting. But to get to those movies, you'll need to first be able to get to the "Hard" setting, right?

When at the title screen, highlight the One-Player icon while you press and hold the following buttons at once: **Square+Circle+L1+R2+Up+Select+X**.



These movies can only be unlocked once you complete the game on the "Hard" setting.

Hidden Multiplayer Levels Uncovered

These are just FOUR of the TEN hidden multiplayer levels in Syphon Filter 2. Some of these are easier to find than others, so stay tuned to Expert Gamer's "Tricks" section for locations on the remaining levels in the near future.

» **Level 1** – Drop down to the cavern below the waterfall and grab the item in the storage chest (a H11) to unlock the **Colorado Rockies** (#9) multiplayer level.

» **Level 3** – Find the Binoculars in the closet along the first tunnel to unlock the **Caves** (#6) multiplayer level.

» **Level 9** – Take the Girlie Mag inside the locker next to the talkative guards to unlock the **Pharcom Incubator Lab** (#19) multiplayer level.

» **Level 20** – Grab the Dirty Laundry from the sniper building to unlock the **D.C. Park** (#14) multiplayer level.



LEVEL 13: VOLKOV PARK

(Note: Volkov Park is basically a set of large wooded areas connected by thin walkways. You'll progress from one open area to the next, chasing after Gregorov without the intention of killing him.)

① Get by the first set of guards, but don't get too close to the parked cars—they explode! Once they've all been shot to crap (the fear of damage will be gone), you can use them as shelter and pick off the remaining guards with head shots.

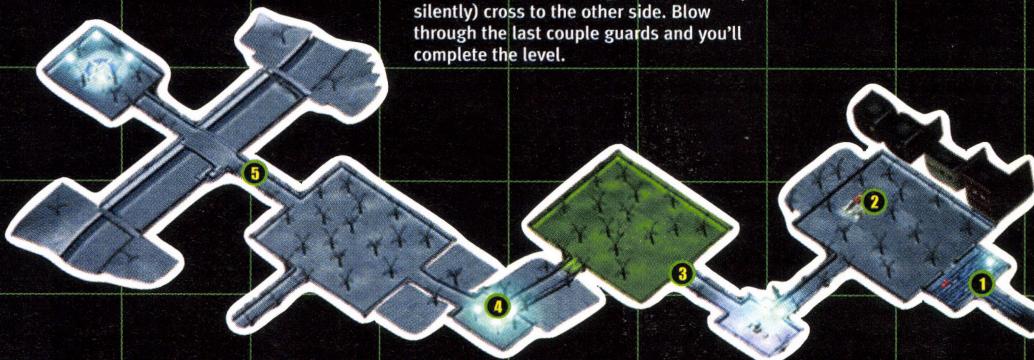
② You'll want to approach Gregorov from the right-hand side. Use the trees as cover, rolling from one to the next to avoid

head shots. When you reach the back of the monument, Gregorov will take off down the path and head for the next area.

③ Lian will automatically whip out her NVG as soon as she enters this area. To your advantage, the enemy guards won't have any such luxury. Use your .45 to take care of the guards in this area.

④ This time, Gregorov will take out the lights himself and flee into the next park area. Chase him through the park (taking out guards as you pass through) until you reach the bridge area.

⑤ You'll want to run to the left or right, head under the bridge, and then (very silently) cross to the other side. Blow through the last couple guards and you'll complete the level.



Don't use the cars as cover until they've exploded.



Take refuge behind this wall (approach it from the right side).



When you're fighting this many troops, it's easiest to stay behind a wall for cover.



LEVEL 14: GREGOROV

(Note: Until you shoot out the four lights, Gregorov WILL be able to see you no matter what you try. Save yourself both the time and effort and skip trying to find an alternate way to take this guy out.)

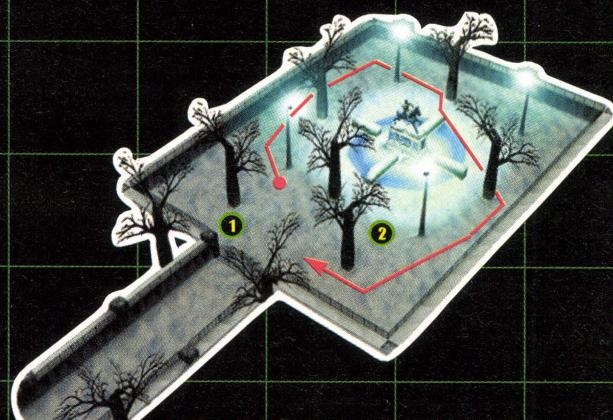
① You'll probably want to observe his pattern before attempting to move around (or just look at the red line on the map to the left). Once you get his pattern down, it's time to take cover behind a light pole and begin.

② As soon as you start shooting at the lights, Gregorov will notice you. He'll attempt to close the distance between you and him, and he'll also probably start shooting at you. Whatever you do, DO NOT RETURN FIRE. The object is to stun and capture him, not to kill him. When you shoot out the fourth light, Lian will equip her NVG automatically. The only step

remaining is to sneak up on Gregorov and stun him with your Hand Taser. To prevent him from detecting your presence, just make sure that you sneak instead of run.



Until you shoot out the four light posts, Gregorov will be able to detect you. Sneak up and rack him with your Hand Taser when you get the chance!



Note: Red line indicates Gregorov's path

GABE LOGAN VS. SOLID SNAKE...A FIGHT TO THE DEATH?



Gabe Logan

Strengths: Can literally dodge bullets.

Weaknesses: Lack of hand-to-hand skills.

Likes: Hi-tech weaponry, brunettes.

Dislikes: The U.S. Government.

Standard Moves: Tsunami Roll, Flat-Faced Smasher, Sack-in-the-Pants.

Special Move: The Mysterious M-79. Gabe reaches into his pocket and pulls out a M-79 Grenade Launcher. He doesn't shoot it, since he's always out of ammo.

Comments: Gabe might not be as smooth a talker as good ol' Snake, but he sure doesn't mess around when it comes to raw combat ability. The one thing he lacks is experience.



Just exactly who would win if two of the PlayStation's toughest bad boys duked it out in a fight to the death? Until they release "989 Studios vs. Konami," the world may never know.

Illustration by James Silvani

Solid Snake

Strengths: Quick, agile, smooth talker.

Weaknesses: Trap doors, twin brothers.

Likes: Hi-tech weaponry, red-heads.

Dislikes: The Stay Puft Genome Soldier.

Standard Moves: Punch, Kick, Throw (what did you expect—a Tombstone Pile Driver?).

Special Move: Stealth Camo Phantom.

Snake uses his Stealth Camo and continues to attack. Not very sportsman-like, but neither is fighting to the death, right?

Comments: Snake is a tough mutha, there's no doubt about it. If anyone (or anything) gets in his way, he's sure to take 'em out. Whether Gabe Logan's throaty voice will scare him, though, remains to be seen.

LEVEL 15: ALJIR PRISON BREAK-IN

(Note: It's imperative that you remain undetected during your entire journey through this mission. Once you're spotted by guards, the mission ends.)

1 Here, the first guard needs to be harpooned with your Crossbow. Wait until the woman around the corner turns her back, then give her the same treatment.

2 Take out the next guard with your Hand Taser (but make sure to sneak up on him). Double back, then take out the guard on the opposite side. When you do so, the officer will walk over and lean down to see if he's alright. Sneak behind her and unleash some voltage with your Hand Taser.

3 Continue until you reach this hallway, at which point you'll need to take out yet another guard with your Hand Taser. Sneak down the thin walkway, being careful as not to alert any of the guards on the floor below.

4 When you get to the spot with two guards conversing, you'll need to drop down to the side of the ledge and scoot past them until you reach safety. Follow the guard chasing after the prisoner, and,

you guessed it, take her out with your Hand Taser.

5 Sneak onto the elevator and ride it down to the basement level. Walk as if you were to enter the main room, then quickly turn around and jump in the hole below the elevator. Pop out when the guard turns away, then sneak past both him and his friend.

6 There will be two more guards to kill, then you can enter the power area and flip the grid. After this, the level will be complete.



The only way past these guards is to drop down and work your way across the ledge.



LEVEL 16: ALJIR PRISON ESCAPE

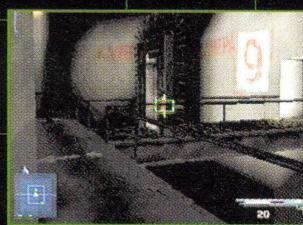
1 For the first couple of rooms, you'll need to blast your way out and hope to use the least amount of ammunition possible. Pick up the enemy **Shotguns** and as much .45 ammo as you can find.

2 This is where you'll find Gregorov, at which point you'll need to lead him through a series of tunnels. You'll need move into a new area, clear it out, and then call for Gregorov to move up (since he's too weak to hold a weapon).

3 The room is filled with snipers and it's nearly impossible to even step your foot in without getting smoked. That is, until Gregorov whips out a magic smoke grenade and saves the day! Run through the smoke, then stop to shoot out the lock on the main gate.

4 You'll need to backtrack and grab the **TG Launcher** from the guard. Next, return and use it on the two prisoners.

5 Run like heck when you get here, since all that's left is to bypass a few more guards before you make it to safety and complete the level.



Aim here to take out the lock in the sniper room. You'll need to be quick about it since the snipers are everywhere!



THE MANY FACES OF MULTIPLAYER

In the multiplayer mode, there are **28** different characters to choose from. Some of the character names are unknown, so we used our best judgment.



Agency Operative



Corpse



Gabe Logan



Lawrence Mujari



Military Police



Scuba Lian



Terrorist



Anton Girdieux



Dr. Ella Weissinger



John Ramirez



Leper



Monk



Ninja Gabe



Unit One



Bag Lady



Erich Rhoemer



Johnathan Phagan



Lian Xing



Mara



S.W.A.T. Chick



Ur Gregorov



CBDC Agent



Evil Scientist



Jorge Marcos



Russian Bodyguard



Teresa Lipan



Vladimir Gabrek



LEVEL 17: AGENCY BIO-LAB



- 1 You'll start here, with no weapons, armor, or gadgets to play with. It's up to you to locate everything you'll need to complete this mission.
- 2 After sneaking past the first group of guards, you'll end up here, at your first checkpoint. Sneak around and grab the **Knife**, then kill the guard and take his **G-18**.
- 3 When you access the security terminal, you'll find that you don't have the required access to unlock the door (from the previous room).
- 4 Head here to be decontaminated, then continue on into the next room. You'll need to enter the small computer room first, taking out the scientist inside. Grab your **Combat Gear**, then head back out into the main area. Take out the two guards with your Silenced 9mm, then talk to Ramirez. Head out the main door upstairs and then access the security camera with your Scrambler (just walk right up to it and use it).
- 5 Eventually, you'll make your way here. You need to shoot out and climb up into the vent. When you jump out, you'll be in the high-level control room with Gershon.
- 6 Escort him outside, where he'll grant you access to the main control area. Patch in with your modem at the Data

Uplink and prepare to take out the flurry of enemy agents that come storming in.

- 7 Enter this previously-inaccessible door and proceed into the holding cell.

Take out the two scientists with your Silenced 9mm, then flip the switch up against the wall take care of the third one. Talk to Chance before leaving.

- 8 Take out the last scientist and then drop down into the experiment area. Exit through the vent, then proceed into the next room. When you reach the experimental area, go through one more door (surprising Dr. Weissinger) and the level will be complete.



The hardest (and most confusing) part of this level is locating the vent that leads to Gershon. Once you find it, the rest of the level is a breeze.

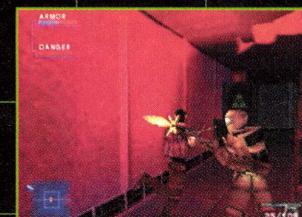


LEVEL 18: AGENCY BIO-LAB ESCAPE



(Note: Your only objective is to escape the Agency Labs in one piece. However, this won't be as easy as you think. The entire level is littered with enemy agents wearing full body armor. Run away!).

- 1 In the first room, you'll need to take care of the armored guard by shooting at the little vials of hazardous juice. They'll explode, turning ol' armor boy into a crispy shadow of his former self.
- 2 After doing some vent crawling, you'll end up here. Shoot out the vent on the south side of the room and continue on.
- 3 Don't miss the **Weapons Cache** located in the locker inside this small room. The next couple of guards can be taken out with the M-79. Don't be afraid to use up three of the initial five rounds—you'll get more of them later on in the level.
- 4 You'll need to make a leap of faith here, hopping from one ventilation shaft to another.
- 5 After seeing Ramirez, grab the **M-79** rounds from the nearby case. Approach the elevator control room with caution. It's best to walk in backwards and then roll out. This seems to lure out the last remaining guard every time.
- 6 Once you've activated the control panel, you can go back outside and open the doors to complete the level.



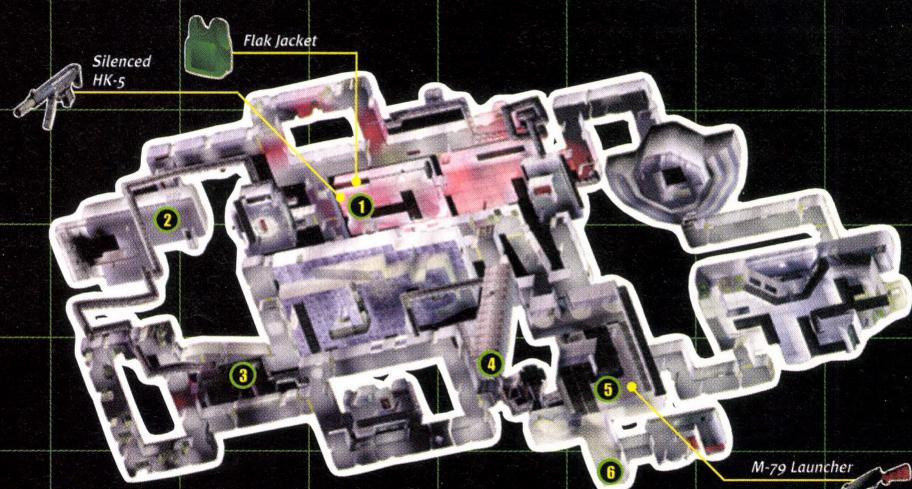
It's inevitable that you'll square off against at least one or two of these tank-troopers. Make the most of it and run/roll to safety!



Although the guards are immune to bullets, you can still take them out by shooting at the nearby cache of volatile chemicals!



Be careful when you approach this door and make sure not to accidentally destroy the elevator control panel. If you do, you'll fail the mission.



LEVEL 19: NEW YORK SLUMS

1 Grab the Flak Jacket if you're damaged from the previous level. Run down the main street and grab the G-18 in the little alleyway around the first corner.

2 You'll need to shoot the lock off the door and proceed inside of the pawn shop. There will be several guards inside, all of which should be taken out with the G-18. Continue through the back of the building and grab the M-16 before leaving.

3 Here's where you'll need to drop down over the edge of the building and lower yourself to safety. You can also run around the corner to witness several S.W.A.T. troops being turned into minced meat from the snipers lurking in the shadows overhead. Immediately run down the stairs and into the sniper building.

4 The entrance is sorta hidden unless you know where to look, so here's where you'll enter the sniper building. Find the Sprinkler Switch below some shaky floor tiles, then continue through the mazy hallways.

5 When you reach the snipers (there's

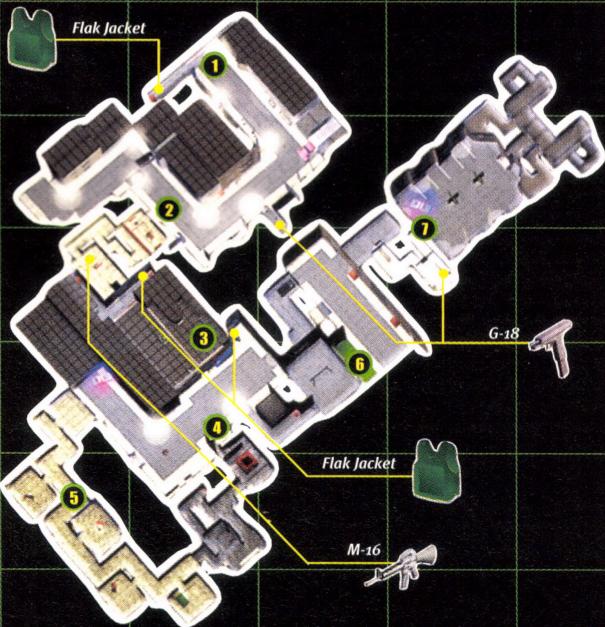
only two of them), equip your G-18 and go for head shots. Jump out the window when you're ready to progress.

6 The S.W.A.T. officer will tell you to throw down your weapons and come out in the open. Instead, just say hidden until he's smashed into the wall by the truck.

7 Talk to the officer and take out the two snipers as soon as possible. When you get to the stairs, you'll need to go up three or four flights (taking out enemy agents) before finally completing the level.



Make sure you line up with the awning on the building below.



LEVEL 20: NEW YORK SEWER

(Note: This entire level basically consists of Gabe running around chasing after the bull-headed Teresa, blasting everything he sees until he reaches the top of the parking garage. Keep in mind that the level plays home to the infamous "Magic Guards" from the original Syphon Filter. For those of you who don't remember, a Magic Guard is one that continually respawns no matter how many times you kill him. Conserve ammo and avoid as many of them as you can.)

1 You'll want to stay close to Teresa, since she has an AUS-Shotgun (one of the few guns in the game that actually redefines "bad-ass"). She'll take care of the guards straight ahead of you, so try and concentrate on the guys who approach from the flank.

2 The only other worry is when you climb up the stairs in the parking garage. Make sure that you grab the M-79s from the four troops who come pouring out

of the main room so you can use them on the enemy agents while you're climbing. Once you get to the top floor, you'll find Stevens being held at gunpoint by Teresa. Finish him off and the level will be complete.



This is one of the few levels that contains "Magic Guards." Be smart and conserve ammunition.

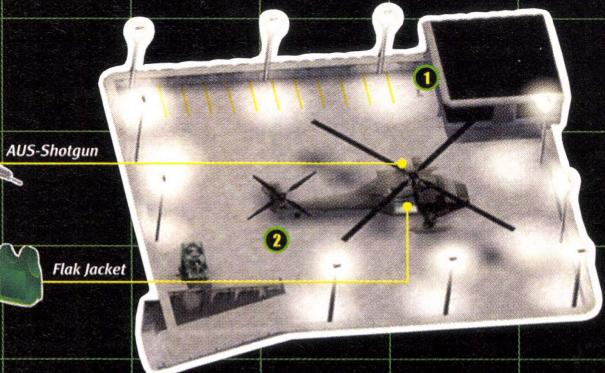
LEVEL 21: FINALE

(Note: On top of everything else that you'll be worrying about, it is absolutely essential that you stay mobile during this entire battle. The second you stop moving is the second you'll STOP MOVING, if you know what we mean.)

1 Almost immediately, Chance will begin unloading with his AUS-Shotgun. To dodge his initial barrage, just slip out the door to the right and take cover behind the car. If you feel that he's still following you, step away from the car and begin rolling toward the chopper as quickly as you can. Roll under the tail, then grab the Flak Jacket on the other side.

2 You'll need to wait for him to come around to you, at which point you can roll back under the tail and pick up the AUS-Shotgun. Roll back to the other side once again, then try to lure him near the rotating tail rotor of the helicopter.

3 Line up Chance between yourself and the tail rotor, then use the AUS-Shotgun to knock him backwards. You'll only have 12 rounds to knock him back, so make every round count. Once he touches the blades, the game is over.



Grabbing the AUS-Shotgun can be tough—especially so when Chance continues his barrage.



Once you get him in front of the blades, it's "chop-chop" for poor ol' Chance.



Solve All the Scary Puzzles

by Todd Zuniga

todd_zuniga@zdc.com

If you're in the mood for an unconventional storyline and a 3D adventure game that for once doesn't involve zombies, *Fear Effect* might be the thing for you. The game follows three roughneck mercenaries on a manhunt for a little girl named Wee Ming who just happens to be a child of Hell.

Fear Effect's main characters, Hana, Glas, and Deke, are heavy with personality. The characters display a range of grit, anger, and greed, and their focus barely wavers from their want for money. A game about the revised American dream, *Fear Effect* is ruthless, shocking, surreal, and profane while still offering a battered version of redemption.

Overall, *Fear Effect* is a wonderfully artistic game with a mature tone. The puzzles are sometimes... well...puzzling, so this guide will help lead you through.

database

time to complete	12 hours
challenge	Moderate
best feature	Cartoony artistry
# of profanities	Four
best advice	Pay attention to tiny visual details
also try	Resident Evil 3
system	PlayStation
publisher	Eidos
developer	Kronos



www.eidos.com

FEAR EFFECT

How to use this guide

FE is broken up over the course of four discs, some lengthier or heavier with puzzles than others. Realize that this isn't a walk-through, necessarily. Instead, we'll move you through all of the puzzles, disc by disc, and help you locate the items you need to get through them. Good hunting.



Survival

When we first started diddling with *Fear Effect*, we were annoyed by the combat system. Simple cross hairs to line up the enemy? It seemed remedial, even difficult in its simplicity. Not the case at all. Listed below there are some tactics that will save your hide if you use them—and you'll need to use them. So keep these tips in the back of your mind when gun-toting henchmen are coming at you from all sides.

1 Duck and Cover

The R2 button allows your character to duck. When guns come ablaze like the Northern Lights, it's beneficial to be in a crouching position. For some reason your enemies don't register crouching bounty hunters as readily as they should.

2 Barrel Rolls

When the shooting gets rough, the tough get rolling. Use your L2 button to roll from spurts of gunfire. You can roll to the sides, forward or back. Many times it won't seem to help that much, but it's amazing how poor your adversaries aim.

3 Sneaking Around Behind Their Backs

Save ammunition by sneaking up on the bad guys. If you hold R2 while walking, you'll move with an awkward but effective gait that puts you in good shooting position. Get close enough to an enemy and your cross hairs will turn red, and that means it's one shot and lights out. The victims couldn't be more surprised if they saw midgets flipping pancakes on their couch.

4 Running Away Isn't Necessarily Cowardice

Using the R1 button to scurry away from opponents isn't always the worst thing you can do, especially if there's more than one enemy. Oftentimes they'll follow you and you can take them down one at a time, which will certainly help your hopes of survival.

5 All Good Things Come in Time

It's much easier (and actually a lot more fun) to head into a room and start shooting up the place, but using the above tips will teach you nothing if not one thing: patience. Be patient and you'll find yourself going back to your last saved game less often.

The Lineup

Hana



Glas



Deke



Hana is a wily, sentimental mercenary with a sordid past. Her historical baggage might lead to her eventual downfall, but only time will tell. She's sassy and knows just what she has when it comes to her physical gifts. Her favorite book is *American Pastoral* by Philip Roth and she thinks Kraft Macaroni & Cheese is just as good as a nice hunk of steamed salmon.

Don't let Glas fool you with his Fred Flintstone-like shaving skills. He's a ruthless man with a nose for self-preservation. He's honorable as long as there's money involved and he can get his hands on it. He's got a bit of a soft spot for Hana, but who wouldn't? His favorite soundtrack is from the movie *Rushmore*, and if he could spend an all expense paid weekend anywhere, he'd go to Montreal.

Known as the Sydney Surprise in his Australian football days, Deke has taken a step down from the promised land of athletics. Now, a beer belly and two hand cannons later, he's got killin' and cash on his mind. His wry wit got him into this business and bad luck is getting him out. He's a master of Bill Cosby impersonations, and he has a tattoo of his favorite superhero, Green Arrow, on his ankle.

DISC
LAM BUILDING

1

1 Steam Bath

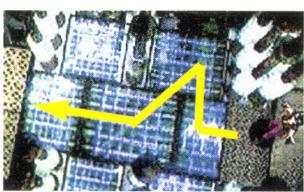
The first problem you'll run into will come at the first ladder you see. Before bothering to climb the ladder, inspect the window. A brief cinema will follow and you'll take aim at the glass. Shoot it out, hop inside the little room, and head to the red lever. Pull the lever to loosen the valve and head back outside the window. Now it's time to climb the ladder. At the top, go to the pressure valve on your left and turn the handle. The steam



will kill the annoying fellow with the gun and you'll also get the Gate Key to continue your journey.

2 Prepare the Elevator

Getting the elevator to work is a bit of a chore unless you're wise enough to check around on your way there. You'll first need to grab the Fuse from the room where you got the steam bath going. Then head over to the Fuse Box and plop that baby in there. You'll get the elevator working and some other electrical problems going as well. After the Fuse is set, you'll need to navigate a floor that's lit up like a Christmas tree. A diagram to the right explains how to get across the floor without being fried. Be nimble footed and run full speed instead of walking.



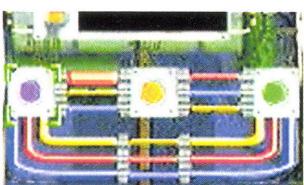
Electric Circuitry

The Fuse is in the room where you pull the red lever. It's by the ladder. Do yourself a favor and grab it first, otherwise you'll have to go back.



3 Detonation Elimination

Saving Jin from being blown to smithereens isn't a choice, it's a necessity. You'll have to grab the Wire Cutters from outside of the elevator before you can hope to save him. Once you've killed all the enemies and you're one-on-one with the bomb, there is a simple process to follow. One wrong clip of a wire and you'll be rushing to load your last save, so do the following steps in order: Highlight the orange circle and cut the red, then yellow wires. Next, go to the purple circle and slice the red, then blue wires. Finally, flip to green and clip the blue, then yellow wires. You'll save Jin and yourself.



4 Writing on the wall

When you're in need of the code to free Jin, look no further than the wall outside, past the Wire Cutters and on your left.



5 Dropping Bombs



After releasing Jin from his bomb-studded prison, you'll have the Explosives in your inventory. On your way back to the elevator you'll find a

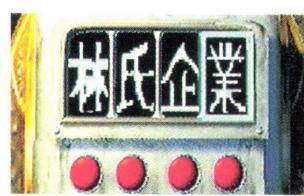


closed doorway. Put the explosives on the door and run for it. The door will burst into flames and you'll be able to walk through.

6 Sign Language



Once you've blown a hole in the door and crawled down the newly climbable ladder, pay attention to the powder blue characters glowing above you on the walkway. You'll have to cap some bad guys and head into a small room where you'll pick a firefight with a man holding a big gun. The best way to beat him is to crouch by the entrance and wait until he's in your sights. Be ready to switch guns, too, in case you run out of ammo. After he falls, he'll drop the Sign Key. Go to the left wall and use the Sign Key. You'll have to enter the



code represented by the powder blue characters (see above). After you do this, you'll find the disc you're looking for—and a little bit more, too.

7 Throwin' Down

This guy has enough ammo to fill a bus. Just duck down at the entrance and unload. But be ready to use some evasive tactics to survive.



8 Chopper Command



Once you've taken over Glas's body, you'll immediately have to avoid the helicopter and its missiles. Hurry to the ladder and climb, baby, climb. But that's not the most challenging part of the copter-avoiding. Once you reach the second ladder, be careful not to climb up all the way—the bullet-flinging chopper will be back. You'll need to get high on the ladder, and, once the bullets sweep past you, finish climbing the ladder and speed down the opposite side. You'll have a decent window of space, but run to ensure your safety.

7

Under Pressure



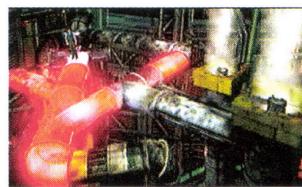
Once you're rid of the rabid helicopter, you'll need to use a MacGyver tactic. Find the Pipe laying in the rubble and hit the red steam machine with it. It'll crack, opening up a spray of face-scarring steam. With your gun

ready, back away and shoot. An explosion will ensue, so running away is in your best interest. Once that's accomplished, go to the ledge and look down. The Roman Empire didn't fall that hard.

8

On the Back Burner

Glas will come down with a terrible headache and you'll need to get his whiney butt past a series of scalding pipes. For the first part, run straight ahead and turn a valve—there's not much timing involved here. Wait for all the red to light up, and, once it disappears, put on your sprinting



DISC

RIVER SETTLEMENT

2

1

Hot Feet



Glas has to scurry after Wee Ming and cross two flaming bridges. For the first, simply move into the areas where the fire dissipates. Once you're at the 3/4 mark of the bridge, just take off and the flames shouldn't get you. For the second half of the bridge, you'll have to be equally nimble-footed. Be patient and know that you'll have to backtrack each time you make a bit of progress. By going forward a step, then coming back

one, then going forward two steps, you'll make it through with nary a first degree burn.

2

Overdressed. Com



Alright, so we've got one of the hottest video game dames with a towel on. We've witnessed her showering and she's skulking around taking out bad guys with a full-clothed ferocity. What could be better? Well, once Hana is out and about, there comes a time when she'll be face to face to an angry gun-having guard. How do you get away when he's aiming a hand cannon right at your face? Simple. Remove the towel (that's

why it was in your inventory) and Deke will do the rest. Fun, fun, fun.

3

Chutes & Ladders

As soon as Deke starts prowling around for the ladder, he'll have to shoot down a boss character inside a train car, then take out the three soldiers outside. One of the soldiers will drop a Ladder Key. Take that key to access the box across the way. You'll

have to turn off the yellow switches at the bottom of the circuitry, then remove the Fuses and put them in new spots. For the first step, put one Fuse into the power source of the middle board. Take the other Fuse and put it in the space for lock three.

On the Back Burner (cont.)



shoes and hustle to safety across the way. Once there, turn the wheel and you'll ignite a new series of hot pipes. Cruise forward once the valve is turned and cut to your character's left. Take a break on the first pipe you see on your way to the back of the room. Go once they fizzle. Once you're on the final leg of the blazing pipe puzzle, duck onto the little safety pipe on the right before the pipe glows. After that, you're home free.

Matching Curtains

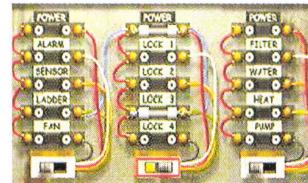


After narrowly avoiding a vicious scalding, you'll see your old buddy, the helicopter. You'll have to line up the curtains with the helicopter and shoot the curtain with your pistol. Once you do, the curtain will come loose and go into the engine of the copter, disrupting its flight for the final time. You'll have to do this twice, which isn't difficult if you move quickly to the far edges (the left in the first area and the far right

in the second area). Remember to run when switching areas—unless, of course, you want to get shot.

9

Chutes & Ladders (cont.)



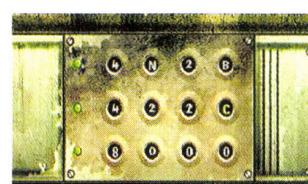
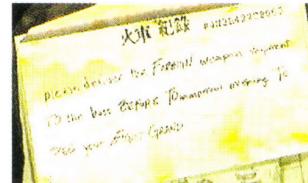
Now turn on the switch beneath this one to make the ladder drop a bit. Next, turn off the switch at the bottom and put the first Fuse in the power source of the far left board. Take the other Fuse and put it in the open ladder spot on the far left board. The ladder will descend.

Elevator Action

Take the Ladder Key to the Fuse Box to start the ladder-dropping process. It drops in two different stages, so keep working until it touches the ground.



Last Train to Clarksville



Once you have the Train Key in your possession (you'll have to go grab it in the beginning part of the level), you can get the choo-choo moving. You'll have to enter a special code, however, to get your haul on. The code is located in the upper left hand corner of the letter hanging inside the train. The combination is:

4 N 2 B
4 2 2 C
8 0 0 0

You'll need to enter it (using **Ⓐ** or **Ⓑ**) on the left side of the train. If entered correctly, green lights will surround the different pieces of the combination.

DISC 3
MADAME CHEN'S

3

1 Jailbreak

Once Glas is locked in the room to start Disc 3, there's only one way to get him out. First, go to the back of the room and pick up the Cooking Oil. Then go to the right of the Cooking Oil and use the Pot on the ledge. Glas will pick it up and smash it on the floor. When he does, he'll alert the guard outside. You'll have a couple of seconds to move to the space in the floor where there is no grate. Pour the Cooking Oil out and the guard will bust through the door.



You'll have to trick him into walking on the oily spot. Once he does, he'll go crashing down and you'll end up with a gun and a handful of bullets.

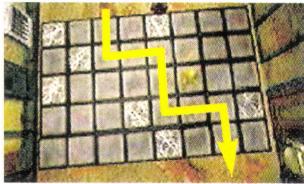


2 Porcelain Prop

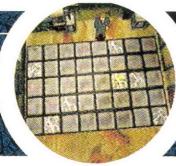
You won't be able to get a good look at the floor until you toss the Pot. After you do, hurry and dump the Cooking Oil on the concrete space.

The Path Not Taken

When Deke has to cross the glass ceiling, he'll have to choose a very specific path in order to succeed. You'll need to watch the spotlights—there are three of them. The first will show cracked panes of glass which you can't walk on. The second, too, will show cracked panes of glass you can't walk on. The third spotlight is there wholly for the purposes of deception, since it will show that no panes are cracked. Go it alone, or



follow the picture arrow above that shows the safest path. Oh, and don't run.



3 Walking on Broken Glass

There's only one path to take to hit pay dirt on this puzzle. Pay attention to the broken glass and walk carefully through the maze.

4 Soup du Jour



After the glass ceiling, you'll enter a sneaking mode with Glas. You'll enter a kitchen full of chefs—if you detect you, bullets will break loose and you'll be a carcass. When first entering the kitchen, be sure to hold down your R2 button to sneak. You'll encounter four bantering chefs, the first two throwing tomatoes back and forth. Wait until the tomato hurlers turn their backs and scurry to the area between them. Do the same for



find the room with the coin-operated dancing machine. It's in a big room with the bed, and a save point. Put the Coin inside the machine and you'll have to choose the order in which you want the doll to dance. It's based on the moves of the woman on the TV screen. First is the bottom right, then the middle left, then the upper right, then the middle right, and finally the bottom left. If you choose them in this order, the machine will dance and the doorway will open.



5 Coin Operated Dancing

4

Dancing Dolls

It's not the coolest coin-op machine, but if Q*Bert or Pac-Man were in there, we'd lose Deke for the rest of the adventure.



6 Bed & Shootfest

5



Once Glas storms into the hooker's room, you'll find a guy hiding beneath the bed with extra bullets in his gun reserved for your skull. You'll have to wander speedily back and forth to the opposite sides of the

bed to avoid getting shot down. Make sure you wait until the enemy is on either side of the bed to shoot him. If you just shoot, you'll end up killing the girl—and that means (for some reason) you're toast.

7 Blanc et Noir

6

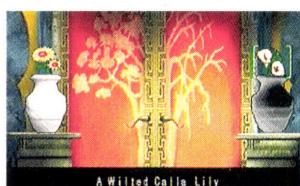


Once Hana is all decked out in her hooker gear and Deke has used the Wrench to turn on the fountain, you'll need to find the White Vase and the Black Vase, then grab the Flowers out of the fountain. It's best

to keep your guns in the holster during this period, because you won't be shot at if you're in the hooker clothes without a gun pulled (though you will have to kill off some random bad guys to get keys to various

6

Blanc et Noir (cont.)



rooms). Once you're in front of the door, set the White Vase on the left and the Black Vase on the right. Put the Sunflower in the White Vase (a

representation of life) and the Wilted Lily in the Black Vase (likewise, death). Use the X button to select the flowers and to open the door.

DISC 4

RIVER SETTLEMENT

1

Sinking Rock

Once Hana dives into Hell, you'll have to navigate through some sinking rocks. Just go to the side and jump onto the next available rock toward the goal. It's a pretty straight shot. Take a second to watch and it'll be a breeze.



2

Growing Old

After acquiring the Paper Gate and dropping it into the flaming bush, you'll see your old decrepit friend beyond the freshly burned doorway. She'll hand over the Doll for you to take to the little girl in the room full of active toys. Hand over the Doll, then mess with the clock sitting on the dresser to make the little girl age. First, key in 5, then 1. Second, tap in 1, 4, 4. Then, tap 4, 3. Finally, twist the clock to 1, 1, 5, 4. Once all of the numbers are in (click X every time you get to the number you want), Hana's little doppelgänger will wither to dust and fall over. From the skull will pop the Stone Scroll, which has an important use later on.



3

Lighting the Torch

Once you've aged "gracefully" and acquired the Stone Scroll, go back to the Madame who sent you to the little girl in the first place. She'll hand you the Tree Branch and send her minions after you. Fight them off and take the Tree Branch to the burning bush by the huts. Light it up, then find the three unlit torches spread around the level (they're as plain as day). Once they're lit, a door will open and you will be able to get half of the Stone Willow.



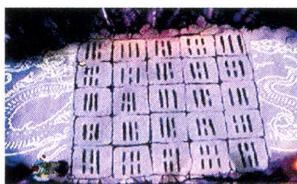
Bringin' Back the Dead



You'll have to be nimble when you're fighting the final boss of the third Disc. The trick is to know that when you kill off her entourage of blue-skinned minions (the ex-hookers), they'll dissolve and leave Paper Dolls

behind. Pick up the Dolls and throw them into the fire. Once the heap of Dolls burns up, your devilish opponent will turn human, allowing you to shoot and actually wound her. Do this three times for victory.

Walking on a Wire



As Glas follows the nearly decapitated Deke, you'll walk by a series of dragons and they'll tell you that they are the dragon of fire, earth, heaven, mountains, and water, respectively. When they do, notice the symbol

below them. Eventually, you'll come to a place where you have to walk across. Be careful—if you choose the wrong tile, you'll fall to your doom. The picture above shows the tiles you have to walk across.

Narcissus

Look into the mirror to find the pathway across. It will display mountains, heaven, water, water, earth, water, fire, heaven, and earth.



Faces of Death, Part IV



Once Glas has acquired the Stone Sword, he'll be led back to the area of the Sun and Moon doors. Go out of the Moon Door and you'll be near the opening of his journey into Hell. On the wall will be a huge dragon. Use the Stone Sword and it will break open and you will enter a battle to do away with Deke (or whatever's left of him, anyway). The trick is to arm any automatic weapon, and as soon as Deke's mauld face and body pop up, start shooting. After

that, you'll have to avoid him when he turns into liquid and bubbles. Just watch and his pattern will be the same. A good trick is to stay in the middle blocks so you can go anywhere in a hurry. Be careful—later on Deke will be deceptive and not just go straight across. After he's done trying to ruin you, he'll appear at the top of the screen. That's when you fire. If you're accurate with the machine gun, you'll only need to blast three bursts of bullets at him.



At the Gates of Hell



Once you've acquired the Stone Scroll, the Stone Willow, and the Stone Eye, you're ready for the finale. Run to the farthest part of Hell, to the far left once you've walked up the opening pathway with Hana. You'll be at a doorway and you'll have to match the symbols in the bottom left hand corner of the picture with the area in Hell in which

you found that particular item. It's a relatively simple game of memory if you were paying attention, but if you weren't, then the left half of the tree goes into the far upper left corner; the eye goes into the pail, near the bottom left; the scroll goes into the top center space; and the right half of the tree goes in the far bottom right corner. Now, welcome to Hell.



Of Pails and Cranks

I was hoping there would be an adventure game without a crank, but no luck. You'll need it to acquire the Stone Eye for this puzzle.



Fatigues

Simple, yet swift, this combination of green pants and black baby-T leave men speechless.



The Towel

Debonair and striking, this terry cloth number leaves little to the imagination. There's only one question: Where is she putting those guns?



The Bikini

Does anything with a choker look less than sexy? Nope. This powder-blue latex outfit is finely crafted with as little material as Eidos could find. Great work!

End Scenarios



Hana Scenario

If you decide to pop a cap in your one-armed buddy, Glas, you'll have a heck of a time against the devil. There's no fiddle and this isn't Georgia, so load up your pistols and follow these steps. First, you'll have to shoot four of those annoying bat-like creatures while avoiding electric shocks. Once four have fallen, a piece of Paper Money will be on the ground. Pick it up and burn it in one of the torches to injure the final enemy. Do this three times and you'll be successful.



Glas Scenario

If you think this whole Wee Ming thing is a hoax, then choose Glas and watch the blood flow. Wee Ming will explode into a violent-looking devilish creature. You'll have to execute her green friends, then unload (preferably with an assault rifle). If you're lucky and your aim is dead on, it won't take more than two times. If this happens, you'll find out what a loveable fellow Glas can be—even though he laid both Hana and Deke to rest.



Hana and Glas Scenario

If you played the game on Hard and were successful enough to get to the finale, you'll have the option not to side with either Glas or Hana, but to have them work together. The boss will be the exact same if you just chose Hana: Shoot the bad guys till they drop Paper Money, then burn the stuff. This is the best ending you can possibly get. Happiness is as simple as beating the game on the Hard setting.

The Final Countdown



Once you're past the puzzle and the world has turned to illusion, you'll be inside a room filled with Asian characters. You'll also have a Paper Doll. First thing to do is save at the point to the right of the flaming well. Then place the Paper Doll into the fire to expose three symbols, one above each stone item you're carrying. You'll have to match up the item with its symbol, dropping the particular items onto the symbols themselves. The Stone Willow is located in a spot on the floor to the left of the well (if you're facing the well). The Stone Eye is close to that, in a spot rotating on the wall (the Eye is at a place where

you won't be attacked, so it's not a bad idea to do this one last). The Stone Scroll goes on the floor on the opposite side of where you'll place the Scroll and Eye. It's tough, but if you hurry, it can be done.

Vogue

Some women have enough clothes to fill two closets, and there's a special few that look brilliant no matter what they pull out of the fray. Hana is one of those types. Here are the three outfits you'll see her in: one simply better than the next.

Fatigues

Simple, yet swift, this combination of green pants and black baby-T leave men speechless.

The Towel

Debonair and striking, this terry cloth number leaves little to the imagination. There's only one question: Where is she putting those guns?

The Bikini

Does anything with a choker look less than sexy? Nope. This powder-blue latex outfit is finely crafted with as little material as Eidos could find. Great work!

The Cheats

To use these cheats, go to the "Options" screen then to the Credits. Once there, enter these codes to get the cheat.

① Infinite Ammo

This one's self-explanatory. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

② Infinite Health (No Fear)

Also self-explanatory. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

③ Infinite Weapons

Opens all possible weapons for each character on that level. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Up, Circle.

④ 1-Hit Death with Firearms

Kills foes with one hit when using a gun. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

⑤ 1-Hit Death with Melee Weapon

Slapjack, Knife, or Brass Knuckles kill with one hit. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, L1.

⑥ Target Practice Mode

All Enemy Detection is turned off. L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Left, L1, L2.

⑦ Pump Up the Ammo Mode

All ammo gives a factor of ten times more ammo. L1, Triangle, Up, Down, Circle, Circle, Right, Right, R1, R2.

⑧ Rate of Fire Increase

All of the PCs weapons shoot super fast. L1, Triangle, Up, Down, Circle, Circle, Up, Up, Up, Down.

⑨ Instant Puzzle Solve Mode

Solves puzzles immediately, makes this guide useless. L1, Triangle, Up, Down, Circle, Circle, Down, Down, Down.

⑩ Suicide Mode

All NPCs have higher health and rate of fire. PC has infinite ammo. Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.



Ya Almost Look Like a Golfer

by Dan Leahy

dan_leahy@zd.com

The links of Hot Shots 2 can be an intimidating stroll for novice golfers. For a seasoned pro like myself, however, it's a time to commune with nature, whistle dixie, and smack the heck out of a little white ball.

Seriously, though, Hot Shots 2 requires a little more concentration than its predecessor. The power bar moves faster, errors are magnified, putting demands a "zen-like" concentration, and you'll no longer be draining 40-footers with ease, as Hot Shots 2 places a premium on getting close to the pin. That's not to say you can't shoot a low score, though (I've regularly recorded scores of -11 to -15).

One small complaint about the game is that the courses fail to get more interesting as the game goes on. They all kind of blend into one another until the final course. Oh well, time to tee it up!

database

time to complete **25 hours**

challenge **Moderate**

best item **Big Air**

best character **Jesse**

best advice **Use backspin**

also try **Hot Shots Golf**

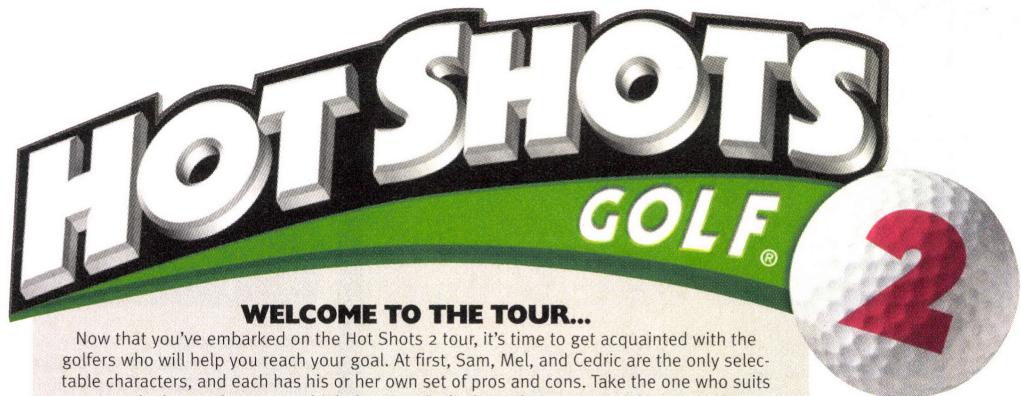
system **PlayStation**

publisher **Sony**

developer **Klap Hands**



www.playstation.com



Now that you've embarked on the Hot Shots 2 tour, it's time to get acquainted with the golfers who will help you reach your goal. At first, Sam, Mel, and Cedric are the only selectable characters, and each has his or her own set of pros and cons. Take the one who suits your style, but we happen to think that Sam is the best choice. Her solid control allows beginners to be a little off on the accuracy meter without paying too steep a price. Sam's drawback is her weak distance, meaning you won't be going for those par 5s in two.

DRIVE FOR SHOW

Getting off the tee box in good shape is crucial to scoring well. Your first shot will determine, to a large extent, your strategy for the rest of the hole. Remember these basic tips when you're on the green.

1. Scope out the landing area by panning and zooming the camera. Avoid hills and sloping ground in favor of flat sections of fairway. Once you've done some checking, take a quick look at the overhead view to ensure that you'll have a good angle on your second shot. If it's a par 3, this step isn't necessary since you're first shot should land on (or very near) the green.

2. Conserve your power-ups for the par 5s. Unless extreme wind is in your face, or rain is making the hole uncomfortably long (rain takes distance off your shots), hit your normal shot off the tee. You'll need the extra distance on the par 5s to go for the green in two.

3. Use topspin and backspin to reach premium landing areas. If the fairway is wide open, use topspin to gain some roll and extra yardage. If it's extremely narrow, use backspin to drop the ball almost exactly where you want it.

LIE TO ME

You won't make a living on the tour without constantly checking the condition of the lie. The lie is how the ball sits on whatever terrain you might be in. If you're in the fairway, great, you usually don't have any worries. Land in the rough, sand, fringe near the green, or any other sketchy spots (can you say cart path?) and you'll probably have to get creative with your club selection. A poor lie (side of a hill, buried in the sand, etc.) affects not only the distance the club will hit the ball, but the flight path of the ball as well. If the lie is angled sharply to the left, exaggerate your aim to the right to compensate. Also, be sure to look at the percentage of distance you should expect to get. Sometimes it will be 40 percent of a normal shot, which will force you to use more club. Finally, remember that shots out of the rough are hard to spin, so plan on a decent roll after the initial bounce.

4. Use topspin to dampen the effects of a strong wind. The less time the ball is in the air, the less the wind can knock it down. If the ball is at your back, however, throw some backspin on the ball. This will launch the ball a little higher and let the wind take it for a longer ride.

5. Grip it and rip it! Be aggressive. Cut down the angles, use the wind, power-up when necessary, and take charge off the tee.



PUTT FOR DOUGH

Putting is more of an acquired "feel" than science, but there are a few pointers we can share that should help your success on the green.

1. Always begin by checking how much above or below the hole you are. Being more than 10 inches above or below the hole will force you to really be careful with your power. For instance, if you're 10 inches above the hole on a 30-foot putt, you should probably stop the power meter at about 13 feet. Do the reverse if you are going uphill (below the hole).

2. Once you've established how hard the exact power should be, add 10-15 percent to the number. For instance, on a flat green for a 30-foot putt, you should hit the ball when the meter is at 34-36 feet. It's better to be a little strong on your putts than to not give the ball a chance. And remember to add even more power when it's raining.

3. Read the break. This is subject to wide interpretation, and you really can't learn except by playing and playing and playing. One thing you should try to do is aim on the high side of the hole. If it's a right-to-left putt, aim more on the right than you even think you should. This way the ball should have a chance instead of sliding immediately too far to the left.



UNLOCKING THE CHARACTERS

Besides the original three playable characters, there are 10 more players to unlock. At the right is the VS tree which shows the order in which characters are opened. Start at the bottom and work your way up!



OTHER SECRET GOODIES

Here is a list of unlockable items. You'll find that some of them have practical uses while others are just for show.

- **Wall Papers:** You can get up to four sets of lovely background settings.
- **Cameras:** Gives you cameras A and B, which allow you to replay your favorite shots from new and exciting angles.
- **Caddies:** These three individuals make smart comments during your game. Grandpa is the funniest, spouting phrases like "Ya almost look like a golfer," after a poor hole.
- **CD:** Gives you some added

audio selections on the game setting screen.

- **Mirror:** Turn this on to play any course "flipped."
- **Pinch-Hitters:** Good for one free round in VS mode, these "bots" will take on your opponent and if they win, you get the credit. For instance, if you can't beat Sweet Tooth, send a Pinch-Hitter out there. If your Pinch-Hitter scores a victory, Sweet Tooth will be unlocked and your frustration will be over (until Sir Dan).



ADVANCED SHOTS

Once you've mastered the basics, you can start learning advanced techniques. These shots can get you out of a jam and give you a decided edge over your opponent.

- If you want a shot with a low iron (3-6) to come to a quicker stop than its

usual long roll, apply backspin during the swing (hold down on the D-Pad).

- Sometimes a tree or the wind will call for a curving draw or fade. To draw the ball (right to left), hold the D-Pad right during the backswing. To fade the ball (left to right) hold the D-Pad left. Add a diagonal position on the D-Pad to improvise even more. For example, hit a

high draw with backspin by holding down and right on the D-Pad. Hit a low fade by holding up and left. Get the picture?

NOTE: For left-handed characters, reverse the draw and fade instructions. To hit a draw with a lefty, hold the D-Pad left. To fade the ball, press to the right during the backswing.

SPECIAL EQUIPMENT

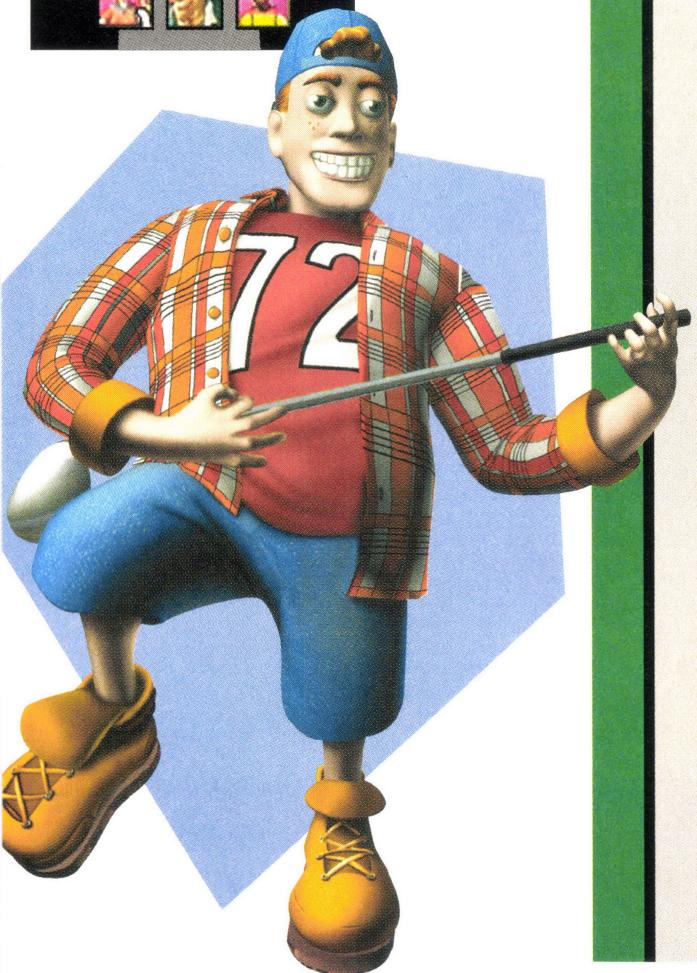
As you progress through the ranks, you'll earn better equipment to help your game. Combine these items to customize your player's abilities.

SECRET CLUBS

- **Standard:** Well-balanced clubs suited for beginners with no advantages or drawbacks.
- **Turbo Spin:** Takes away some impact and power, but increases your spin.
- **Big Air:** The name should give you a hint. Big-time distance is their advantage.
- **Pin Hole:** You can control your shots better, but the impact has to be precise.
- **Beginners:** If you're having trouble controlling your shots, these are the clubs for you.

SECRET BALLS

- **Standard:** Will get you through a round, nothing more and nothing less.
- **Turbo Spin:** Lose a little power for increased spin abilities.
- **Big Air:** An aerodynamically "gifted" ball. Gain distance.
- **Pin Hole:** You'll lose a little power and gain some control.
- **Straight:** Lose power, but every character will hit straight using these.
- **Comical:** Have to see for yourself, but you'll lose some power.



Balata Country Club

Hole 5 - Par 4

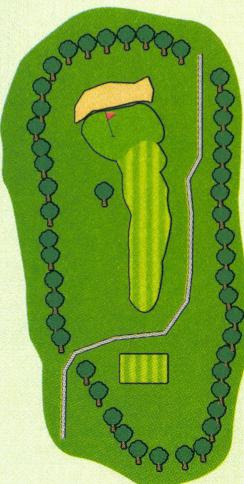
■ This par 4 won't send anybody running in fear, but don't fall asleep on your tee shot. Drive the ball up the right third of the fairway to have an optimal angle into the green, which is guarded by trees to the front and left. If you're playing the hole with a longer hitter (245+ yards), you really don't have to worry about keeping the ball to the right. Just crush it relatively straight and you'll be in fine shape for an approach to the green.



Four Winds Country Club

Hole 12 - Par 3

■ This par 3 doesn't have much trouble, as long as you hit straight and right. If you are short or left, you'll find heavy rough. There is a bunker to the back right of the green, so don't get carried away with the power meter. One more thing to keep in mind is that the green is elevated six yards. We recommend hitting the ball a little stronger and a little higher (backspin) than you would ordinarily.



Hole 16 - Par 3

■ Water in front, a small green, and a sand trap behind the green make this an extremely challenging par 3. The hole is also a little below your tee box, so the ball will fly slightly longer than usual (be careful not to end up in the sand). If you want to get out of here safely with a par, hit a shot to the right half of the green. This provides a much greater margin for error, and you could still make a long putt for birdie. If you go at the pin, be sure to use backspin.



Hole 13 - Par 4

■ A long hitter doesn't do much good on this hole, as the fairway extends 227 yards to the left and 240 yards to the right. Anything hit beyond that will be flirting with the water, or at the very least, heavy rough. Be advised that the right fairway will give you a better shot at the green. If you go left, you're cutting the angle down which will mean a shorter approach shot. The downside, however, is that anything you leave short will find the water.



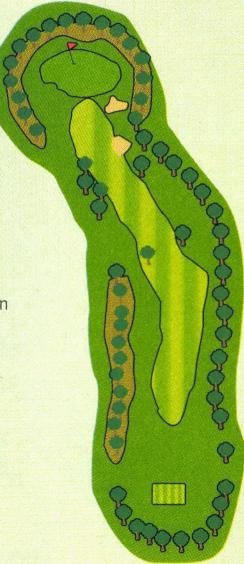
Hole 18 - Par 5

■ Tiger eats par 5s for breakfast—so should you. An eagle can give your score a huge lift. Eagle this hole by hitting your first drive 240 yards right in the middle of the fairway. Your next shot will have to be a 225- to 235-yard laser to the green, but be careful, as any miss on the accuracy line could put you in the water. A safer bet on your second shot is to poke it 150 yards to the end of the fairway. Now you can take a nice, easy stroke with an approach shot of about 94 yards. Birdie-time!



Hole 18 - Par 5

■ Even short hitters can hope for an eagle on this 500-yard beast. Begin with a drive that tickles the left side of the fairway (has to be over 230 yards to work). Before your second shot, pan the camera to the landing area and you'll notice a large sloping neck into the green. Use a power-up and land the ball on the left side of fairway. It will run down, and if you're lucky, reach the green. Occasionally the ball will funnel down to the short rough in front of the green, but that still leaves you with a nice short shot at the pin.



Blue Waters Country Club

Hole 9 - Par 5

■ The finishing hole on the front nine offers this interesting par 5. The fairway has an odd tree standing in the middle, and a bunker to the right. Your first option is to play short and to the middle, hit another medium length shot, and get on in three for the birdie. The other route is to hit the ball deep down the middle and bypass the tree. This will leave a reasonable shot at getting on in two. Watch the tree in front of the green on your approach shot.



Hole 16 - Par 3

■ This hole doesn't look like much, and it's really not. Just be sure to fly the ridge to the right and you'll be looking at par at the very least. One little note, however, is that the green slopes heavily right-to-left. Take advantage of this by landing the ball on the right side of the green. The natural contours of the putting surface will take over and guide the ball closer to the hole.



Hole 18 - Par 4

■ This hole really lends itself to shooting a birdie. It's short, there's not much trouble to navigate, and the green is generous. The fairway is a little narrow and there is a bunker to the left, so the drive is a small challenge. Once that's taken care of, you'll have a 140- to 150-yard shot into the green. Don't choke, though, as a muffed shot will most likely land in the water. This can be especially troubling since it's the last hole, as you might be trying to stay at the top of the leader board. Ever seen the movie *Tin Cup*? Don't let it happen to you.



Emerald Resort Country Club

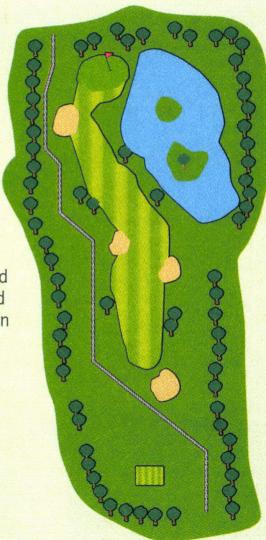
Hole 6 - Par 5

■ A zig-zagging fairway may leave some gamers guessing about where to stick their drives. Use a power-up and fly the trees in front and to the right. If you can knock it 230-245 yards, you'll have an easy look at the pin in two. With an extremely short player, you might want to lay up somewhere near the two bunkers in front of the green. This will give you a solid third shot, which should turn into a short birdie putt.



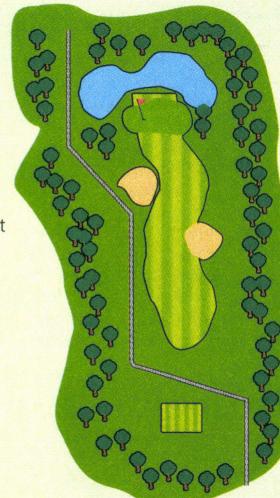
Hole 11 - Par 4

■ There's not much of a choice on your drive for this hole. There's trouble left (bunker) and right (trees). A big hitter can hit over the bunker to the left, but most of the game's characters will have to play the ball to the right and then bend the ball around the trees on their next shot. That means you'll have to hit a shot from left to right, which translates to a fade for right-handed players and a hook for the lefties. The green is guarded by a bunker to the left and a narrow neck in front.



Hole 17 - Par 3

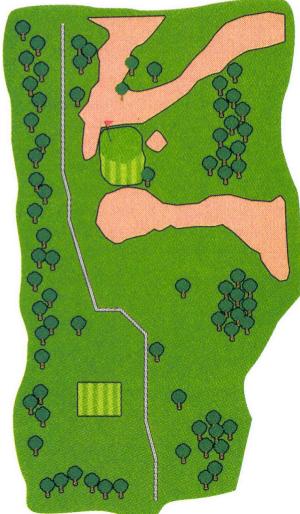
■ This is one of the most aggravating holes in the game. Any shot that's just a little short will run down the hill before the green and go into the rough. Anything a little strong will be off the back of the green. Even shots that hit right at the pin tend to roll off to the fringe. The best advice here is to play your shot to the right of the pin in the middle of the green. Another option would be to hit the ball from right to left. That way the ball should hit on the fat part of the green and spin down toward the hole.



Death Valley Country Club

Hole 4 - Par 3

■ This is another par three with an elevated tee box. You'll need to subtract a little power from what you would normally hit. Be sure to hit it strong enough, though, as the fairway before the green is severely sloped. Anything short will roll well downhill. As far as a target on the green, you should just aim for the middle. Shooting too close to the pin could result in the ball rolling off to the right fringe.



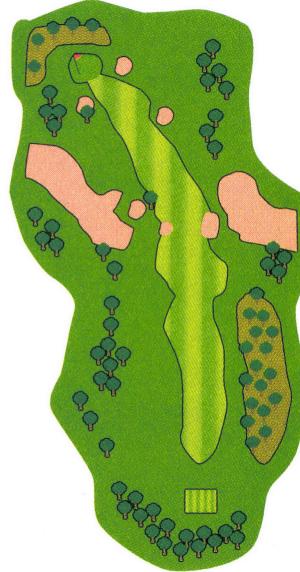
Hole 17 - Par 5

■ This fairway offers short hitters a chance to get an easy birdie. Just play two long shots up the right side of the fairway and then chip close to the pin on your third shot (which should be less than 100 yards). For longer hitters, the left branch of the fairway will offer an opportunity to get to the green in two. Your second shot will be difficult, as the ball will come into the green low and fast. Try using a 3 wood to get some extra loft and backspin.



Hole 18 - Par 4

■ One of the longer par 4s in the game, the finishing hole of Death Valley C.C. requires two long and accurate shots. Take advantage of topspin on your tee shot to get some extra roll. The fairway features some undulations which may yield extra yardage. Place your drive to the right side of the fairway for the optimal approach onto the green. The approach shot should be played just to the front of the green—this way you can afford to let the ball roll into the green.



National Greens Country Club

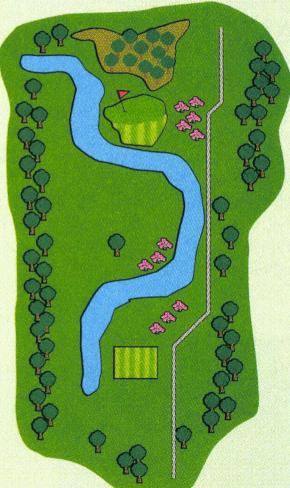
Hole 9 - Par 5

■ This hole is almost impossible to eagle thanks to the trees right in the middle of the fairway. Then, when you get to your second shot, there's another tree haven right in front of you. To get an eagle you have to hit the tee shot ever-so-slightly to the right of the first set of trees, then play a long left-to-right spin shot to the green (no easy task). A safer bet is a second shot which goes almost to the top of the fairway, then an easy third shot to the



Hole 12 - Par 3

■ "Go long or go home" should be the mantra for this hole. A short shot will quench your thirst with a trip to the drink. Also, it doesn't hurt to play conservatively and fire at the right side of the green. There's more room to land there and the green bends down to the hole, so you'll probably get a favorable roll. One last tip is to really watch the wind here, anything blowing in your face is cause to take more club off the tee. Had a 7-iron? Get a 6-iron.



Hole 15 - Par 4

■ Simply put, avoid the trees on your first shot and you'll be fine. It's kind of risky, but a long hitter can play between the tree on the far right and the bunker to the right of the fairway. That will give you the best—and shortest—look into the green. Characters who don't hit it long should play a shot left which stops well short of the last tree. This will leave a long shot into the green, but the only thing you have to worry about is the water. Otherwise, it's bridge city, baby!



King's Gardens Country Club

Hole 4 - Par 5

■ Dual-fairway fun is the trademark of this long beauty. Don't be fooled by the fairway right in front of you, as it will cause nothing but problems after an easy first shot. Instead, aim well out to the right and go to the "second" fairway. The second shot can't reach the green, so be content to punch it up near the end of the fairway. From there, it's an easy 100-yard flight into the pin. Even longer hitters can't reach this green in two, so don't stretch your luck here.



Hole 6 - Par 4

■ This hole is one of the hardest in the game. It's exceedingly long for a par 4 and there is no good angle into the green. To birdie the hole you have to drive the ball just past the bunker after the water. If you have more distance (Gex, Sir Dan), you can easily clear this obstacle and have a clear look to the pin. Anyone else will have to curve the second shot around trees and into the pin. The other choice is to hit an easy second shot to the front of the green.



Hole 9 - Par 3

■ This is a long par 3 that demands perfection off the tee. The problem here is that there are two large trees in front of the green. A high hitter will clear them, but mid and low-shot players need to play the ball to the right and either A) let the wind help it or B) spin it right-to-left. If the wind is blowing to the right, there's not much to do except aim at the middle and let it fade right of the trees. If you can get closer than 25 feet on this shot, you've done an outstanding job.

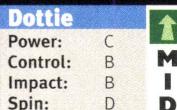


CHARACTER RATINGS AT A GLANCE

Here's how the characters in Hot Shots 2 stack up. Remember, by combining different clubs and balls, you can drastically alter your player's abilities. For instance, use the straight ball with any character and you can eliminate fade or draw. You could also power-up a short hitter like Jesse with the Big Air clubs. There are a ton of possibilities, so be sure to experiment.

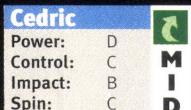
Dottie

Power: C
Control: B
Impact: B
Spin: D



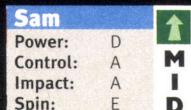
Cedric

Power: D
Control: C
Impact: B
Spin: C



Sam

Power: D
Control: A
Impact: A
Spin: E



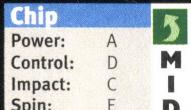
Mason

Power: A
Control: C
Impact: D
Spin: C



Chip

Power: A
Control: D
Impact: C
Spin: E



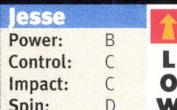
Rocco

Power: B
Control: D
Impact: D
Spin: B



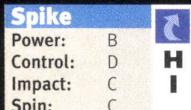
Jesse

Power: B
Control: C
Impact: C
Spin: D



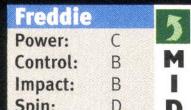
Spike

Power: B
Control: D
Impact: C
Spin: C



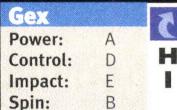
Freddie

Power: C
Control: B
Impact: B
Spin: D



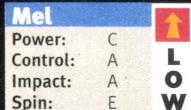
Gex

Power: A
Control: D
Impact: E
Spin: B



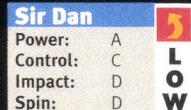
Mel

Power: C
Control: A
Impact: A
Spin: E



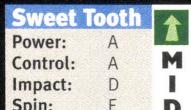
Sir Dan

Power: A
Control: C
Impact: D
Spin: D



Sweet Tooth

Power: A
Control: A
Impact: D
Spin: E





Layeth the Smacketh Down

by the Todd Zuniga
todd_zuniga@zd.com

Throughout the annals of wrestling history, the one constant has always been change.

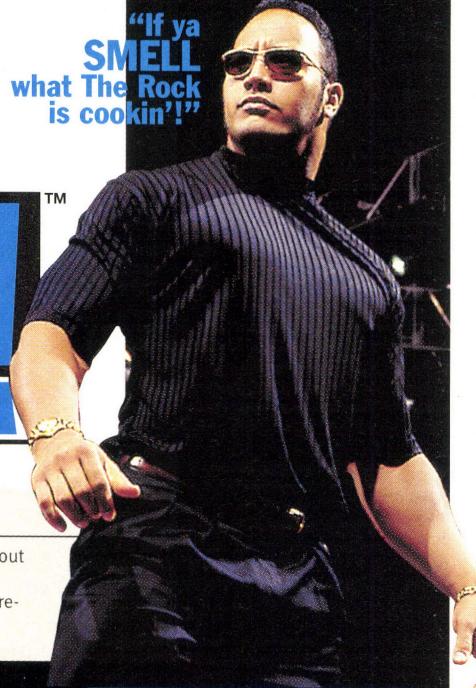
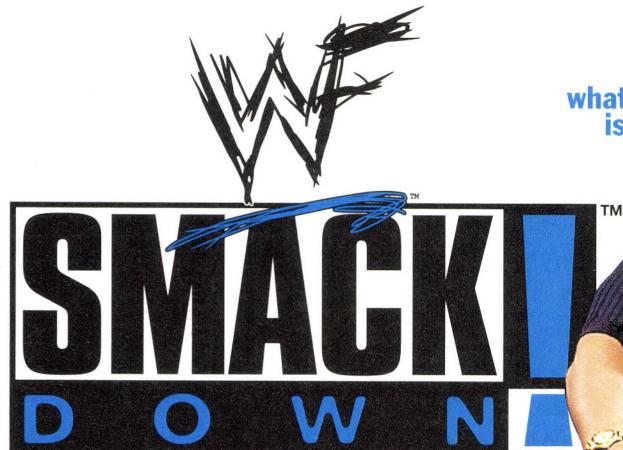
When I last worked on a wrestling game, the Big Show was wasting his time with Big Bossman, Chris Jericho was masochistically bloodying Chyna's knuckles, and Stephanie McMahon was still daddy's little girl. Now, of course, The Rock and Big Show are arch enemies, HHH has suspiciously married Vince's daughter (and is running the WWF with her), and Y2J and Chyna are as tight as the Marlboro Man and lung cancer.

Smackdown happens to capture the possibilities of the WWF and its crazy deviations from all things normal. Vince McMahon has mined gold, and I'd put stock into the fact that the wildness and anything-can-happen mentality won't soon die.

database

time to complete **Rasslin' never ends**
challenge **Moderate**
best intro **Val Venis**
best finisher **The People's Elbow**
best advice **Create a wrestler to have the most fun**
also try **Wrestlemania 2000**
system **PlayStation**
publisher **THQ**
developer **Yuke's**

www.thq.com



"If ya SMELL what The Rock is cookin'!"

Do You Like Pancakes?

Watching The Rock do the Samoan Drop 10 or 11 times straight is just about as exciting as watching re-runs of *Lassie*. Consider that fine point when you're battling against a bruising opponent. Getting the audience to appreciate you is important, and no one cares for a one-move wonder.

Oh, You Didn't Know?

One, Two . . . Is This On?

You've got plenty of moves, but you've also got the ability to kick and punch. As remedial as that may sound, it's good practice to mix up moves with an ol' fashioned fist to the face or boot to the crotch. You'll also throw off your opponents' timing if they don't know exactly what's coming next. With that in mind, get used to using the Irish Whip to fling your opponents off the ropes. This gives you a couple different move options, plus it's fun. And you can always scurry to the top rope to hand out an extra-special elbow to the throat.

Pimpin' Ain't Easy

Although it's not easy to reverse things, it can be done with good timing. You can reverse punches (by blocking them), you can shrug off grappling moves, you can stop ground attacks (a quick boot to the face will stop anyone), and you can sometimes stop turnbuckle attacks (by flinging your opponent into the corner for some punishment). Don't lose patience when you can't deny and reverse a suplex, though; it's simply not going to happen. But on the attacks listed above, there's a very sharp window you can work in to save yourself from a bludgeoning.

Finishing What You Start

The most exciting part of wrestling is seeing a trademark move, and it's no different in Smackdown. If you're playing in season mode, you'll have to wrestle until your red meter is fully juiced up to be rewarded with a green dot (a finishing move). After that, you can pick up an opponent from the canvas, and, if he's got a little wiggle in his knees, you can finish him off. Lots of times you'll get an instant KO, but sometimes you'll have to actually pin after the smack has been laid down. Pinning or not, it's the way to lift the crowd (and yourself) to its feet.

THE USUAL SUSPECTS

The Rock



"KNOW YOUR ROLE AND SHUT YOUR MOUTH!"

If you can keep up with the millions (and millions!) of The Rock's catch phrases, you're in for a real treat. Otherwise, the most electrifying man in sports entertainment might consider you a pile of steaming monkey crap. Seriously, though, how much more popular can the Great One get? His popularity is constantly soaring, and his eyebrow is raising wrestling's charismatic bar.

Big Show



"WELL, IT'S THE BIG SHOW!"

The "Big Slow" has hit "Rock Bottom" more times than the lame WCW in the last couple of months. After winning the title at Survivor Series, he's frying much bigger fish than Big Bossman by going one-on-one with the Great One (The Rock for all you non-wrestling types). He's chokeslammed his way into the hearts and cross hairs of many wrestlers.

Triple H



"I AM THE GAME!"

The McMahon/Helmsley era forced Vince McMahon to rethink his priorities (and kickoff the XFL idea). In the meantime, HHH has run rampant with his new bride, Stephanie McMahon, forcing friends to battle, having pink slip matches, and doing whatever it takes to ensure that DX will be safe from any harm. But we all know nothing lasts forever...

Winning Lines

What makes WWF Smackdown great is the laundry list of different matches you'll engage in over the course of a season.

1 Tag Match

Pretty basic stuff. Beat up the other guy and pin him—just be sure to remember to tag in your partner. Don't think you can go it alone. We know it's not fun to try reaching over the ropes to wreak havoc, but it makes for more fun when you get back in the ring. Also, when you're ready to try to pin, try to do it near your corner. That way your mate won't let your opponent interrupt.

2 Battle Royal



In this festival of fighting you'll have to eliminate three opponents by pinning them. It's a last man standing affair, so there are two things you need to do: survive, and pin the last guy. The best thing to do is to stay out of the eye of the fight and only jump in when you can really work someone over. Jumping to the outside for space reasons isn't a bad idea either.

3 Handicap Match

With these matches there is one major consideration: get used to changing your focus. With two or three guys bearing down on you, timing is the key to survival. Use a lot of ready moves on your first challenger to get him down, then go to the punches and kicks. Try to let the different guys beat up on you so they don't build up energy for a finisher.

Try to attack the same guy as much as you can so that when you get a chance for a finisher you can knock him out and be done with him. This is one of the toughest challenges.

4 Hard Core

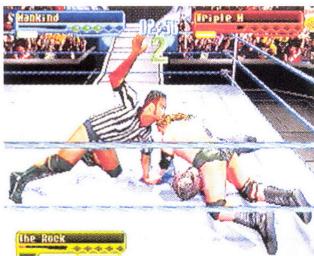
The key to this match is knowing when too much is enough. There are plenty of opportunities for you to crack some guy over the head with a steel chair and chop him down like a tree, but there comes a time when you'll need to just wrestle. Use grapple moves when you're being charged at with a weapon. A quick suplex, DDT, or even something as simple as a snapmare will disarm your opponent and put you in control.

5 Cage Match



Inside the gruesome cage you'll have only one way to win: get out. It's not so easy, though. CPU opponents will make a beeline to the outside on the first chance they get, so be ready to knock them off using the Circle button. It takes 12 seconds from start to finish once you've gripped the cage walls. No matter what condition you're in, you'll still go the same speed. Take a couple shots at the outside, but be prepared for a longer match. Sometimes patience is best.

6 Special Referee



Special Referee matches are pretty much up for grabs. If you're locked into a season and the guest ref has it in for you, forget about it. If he's on your side, however, that's a big bonus. Special Referee matches can be one of the best aspects of the game, and there are even some strategies to help win. First, try pinning early. You never know when you might get a quick count, and it will also give you a sense if you're going to get a slow count. Secondly, don't ever hit the ref unless he hits you first. If he attacks you, then you're probably going to get cheated anyway, so you might as well knock some heads in the process. Also, notice if your opponent takes out any aggression on the referee. If he does, go for the pin soon after that. Final advice: If you're the special referee, take some free shots. Why not?

7 Royal Rumble

This impossible event will frustrate you to no end. Trust us. Try running away and staying out of the eye of the action. Remember to kick at opponents you've just thrown out of the ring in case they hold on, and be ready for Irish Whip reversals to ruin your fun. When are games going to make it so you don't have to start one of these darn matches every time?

8 Survival Match

Rather than having to battle through a 3- or 4-Way Dance, only one competitor has to be knocked out or pinned for a winner to be declared. One of the best things to do is to save up your finishing moves until your opponents are weak. Once they're less than conscious, throw a finisher on them and hope it will knock them out. Otherwise, be sure to keep your eye on how everyone else is doing. If you don't pay attention, someone else might get pinned and you'll be out a win.

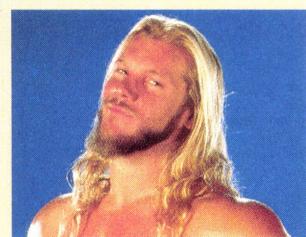
9 I Quit



This is one of the cooler matches included in the game. Just because it's an "I Quit" match, though, doesn't mean a submission move can finish it. While battling, find the microphone. It could be in the ring, right outside the ring, or in an altogether different part of the arena. Use the Irish Whip to fling players into the arena you're battling in if the mic isn't located around the ring. Once you've thrown a good trouncing on your enemy, grab the microphone (using R1) and use the command to pin him (Down and Circle). You'll mount up and hold the microphone to his mouth. If he's taken enough punishment, he'll give up. If he hasn't, then it's time to throw him around some more.

T H E U S U A L S U S P E C T S

Y2J



"RAW IS JERICHO!"

Y2J has taken the WWF by storm and is fast becoming one of its most popular superstars. After the Ayatollah of Rock 'n' Rolla got done feuding with Chyna, there was a peaceful medium found once they were co-Intercontinental Champions. Now, is it us, or is there some kind of romantic spark between the two?

Chyna



"DON'T TREAT ME LIKE A WOMAN!"

Not too long ago, Chyna was getting her knuckles cracked by Y2J in one of the most sadistic and disturbing storylines the WWF has bothered with. Next thing, they're co-champions. Now she's walking him to the ring, and apparently all is forgiven. But tell us, when is Ms. Kitty/The Kat going to start walking down to the ring again? Here Kitty, Kitty, Kitty!

The Dudley Boyz



"THOU SHALT NOT MESS WITH THE DUDLEYS!"

When the Dudley Boyz first came over from the ECW, we hated them. Next thing you know, they're flinging people through tables, they're doling out the "3D," and they're making trouble. Buh Buh Ray and D-Von have made a wicked, splintering splash in the WWF. Now that the gimmicky stutters are gone, they're stars.

Val Venis



"HELLLLO LADIES!"

The Big Valbowski may have lost his European Title to Kurt Angle, but this supposed ex-porn star is no worse for wear. He gets the crowd's juices flowing when he walks to the ring in a towel, and his deep voice does nothing but crack us up. We hope this guy takes on a bigger role in the months to come. Let the Money Shot be heard around the world!

Finishing Moves

Below is a list of some monster finishers and where you need to stand to do them. Also, check out the ratings for what Todd thinks.



The Rock

Finishing Move: The People's Elbow
Position: On the mat
Todd's Rating:

This is exactly what The Rock is cooking. An awesome display of antics.



Finishing Move: Pedigree
Position: In front
Todd's Rating:

An instant classic. HHH uses it to perfection in big matches.



Finishing Move: Fame Asser
Position: In front
Todd's Rating:

When he points up into the air before this finale, we can't help but laugh.



Finishing Move: Chokeslam
Position: In front
Todd's Rating:

Without a really cool name, this move really loses some of the excitement.



Finishing Move: Pedigree
Position: In front
Todd's Rating:

Just as cool as when her old buddy, HHH, used to do it. But where's the Kat?



Finishing Move: Pimpdrop
Position: In front
Todd's Rating:

With all the Hos watching, it's tough not to appreciate this guy's concentration.



Finishing Move: Strong Lariat
Position: In front
Todd's Rating:

This goes way too quick, but that kind of power has to be appreciated.



Stone Cold

Finishing Move: Stone Cold Stunner
Position: In front
Todd's Rating:

There's nothing like an opponent flipping clean over after this doozy.



Finishing Move: Tombstone Piledriver
Position: In front
Todd's Rating:

A solid move, but not enough panache. Will the Undertaker ever be back?



Finishing Move: X-Factor
Position: In front
Todd's Rating:

X-Pac may be the biggest dork in the WWF, but his finisher gets high marks.



Finishing Move: The Money Shot
Position: Top rope
Todd's Rating:

How can you avoid loving The Big Valbowski's high flying antics?



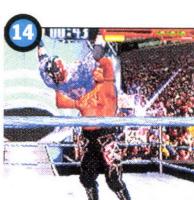
Finishing Move: Snowplow
Position: In front
Todd's Rating:

One of our faves, this nasty little move is quite dangerous. Too bad it's Al Snow's.



Finishing Move: Lo Down
Position: Top rope
Todd's Rating:

A cool move that doesn't translate well to gaming. It just moves too fast.



Finishing Move: Dominator
Position: In front
Todd's Rating:

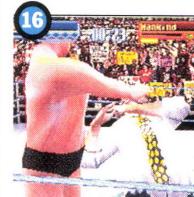
This move epitomizes intent to injure. It proves the miracle of life.



Mankind

Finishing Move: Mandible Claw
Position: In front
Todd's Rating:

Without showing off Socko first, this move is pretty much a dud.



Finishing Move: Show Stopper
Position: In front
Todd's Rating:

This glorified chokeslam is decent, especially with the pause midway through.



Finishing Move: Pumphandle Drop
Position: From behind
Todd's Rating:

Pretty basic stuff. One of the few "from behind" finishers.



Finishing Move: Double Powerbomb
Position: In front
Todd's Rating:

The Walls of Jericho would get a higher score, but Y2J is still legendary.



Finishing Move: Diving Powerbomb
Position: In front
Todd's Rating:

This powerbomb stuff doesn't thrill us unless someone's neck is at risk.



Finishing Move: Bossman Sidewalk Slam
Position: In front
Todd's Rating:

The only thing lamer than this finisher is the character doing it.



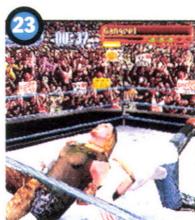
Finishing Move: Last Call
Position: In front
Todd's Rating:

This inebriating form of the double-underhook DDT leaves opponents blitzed.

**Buh Buh Ray**

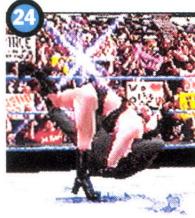
Finishing Move: Jackknife Powerbomb
Position: In front
Todd's Rating: ★★

A fine finisher, but the 3D is one of the best moves in the WWF. So where is it?



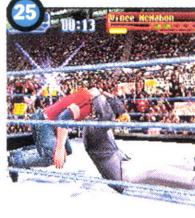
Christian
Finishing Move: Impaler
Position: From behind
Todd's Rating: ★★★

This is a really cool, inventive move. He'd be more popular if he used it on TV.



Paul Bearer
Finishing Move: DDT
Position: In front
Todd's Rating: ★

What is this? Jake "The Snake" Roberts. This move couldn't hurt Mae Young.



Vince McMahon
Finishing Move: Stunner
Position: In front
Todd's Rating: ★

This finisher is old-hat, but brace yourself for the XFL. (Todd thinks it'll be great.)



Tori
Finishing Move: Tori Supper
Position: In front
Todd's Rating: ★★★

Women wrestlers bring so much to the WWF. And Tori's finisher is a good one.



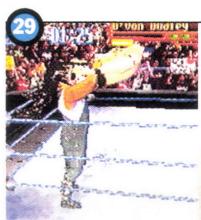
Mark Henry
Finishing Move: Bearhug
Position: In front
Todd's Rating: ★

This move is one of the best in the game. Use it to catch your opponents off guard.



Captain Concave
Finishing Move: The Major Recurve
Position: In front
Todd's Rating: ★★★

This featherweight hardly has enough body mass to stand, let alone wrestle.

**D'Von**

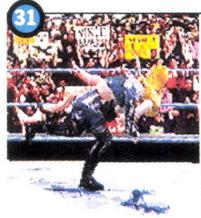
Finishing Move: Jackknife Powerbomb
Position: In front
Todd's Rating: ★★

Again, fine, but where's the 3D? And where are tables to put opponents through?



Edge
Finishing Move: Downward Spiral
Position: In front
Todd's Rating: ★

The bad part of wrestling is that people have to act like this lame move hurts them.



Debra
Finishing Move: DDT
Position: In front
Todd's Rating: ★

Isn't she off to marry Stone Cold? And take a glimpse of that entrance video!



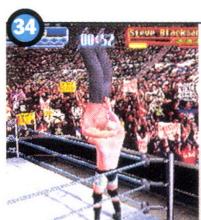
Shane McMahon
Finishing Move: Diving Elbow
Position: Top rope
Todd's Rating: ★★

An elbow that harsh deserves its props. So when's he coming back?



Matt Hardy
Finishing Move: Northern Lights Suplex
Position: In front
Todd's Rating: ★★

This closing effort is a heck of a lot better than the Fisherman's Suplex.

**Hardcore Holly**

Finishing Move: Falcon Arrow
Position: In front
Todd's Rating: ★★

A stellar move. Still, if Crash isn't there, where's Hardcore's mystique?



Gangrel
Finishing Move: Inverted DDT
Position: In front
Todd's Rating: ★★

This move is too similar to Whiskey Marc's Last Call. No points for copying.



Steve Blackman
Finishing Move: Fisherman's Suplex
Position: In front
Todd's Rating: ★

Give us something violent or you can take your weak-sauce pin to the WCW!



Ken Shamrock
Finishing Move: Shamrock Anklelock
Position: In front
Todd's Rating: ★★

A submission move. Cool. It kinda looks like Popeye taking out Pluto, though.



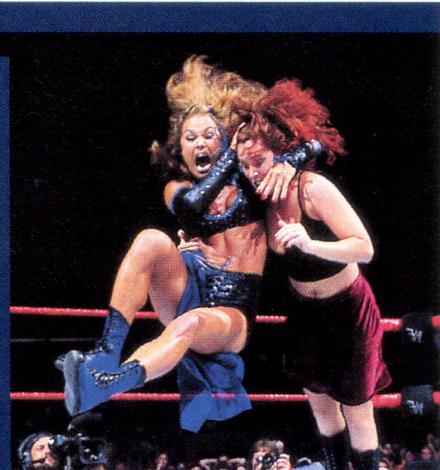
Jeff Hardy
Finishing Move: Senton Bomb
Position: Top rope
Todd's Rating: ★★★

Any mid-air flipping will get my respect. Still, the Hardy boys usually don't.

Hidden Jabronis

As you play through an entire season in Smackdown (after the Wrestlemania dust has settled), you'll either unlock secret characters or get extra attribute points for your created wrestler. Here's a list of what you'll unlock and what year you have to finish.

1st year:	Ivory
2nd year:	Prince Albert
3rd year:	Jaqueline
4th year:	Viscera
5th year:	80 points for created wrestlers
6th year:	Mideon
7th year:	Gerald Brisco
8th year:	Pat Patterson
9th year:	90 points for created wrestlers



Create-A-Wrestler

The depth and brilliance of WWF Smackdown shines brightest when you create a wrestler. Create-A-Wrestler provides an overwhelming amount of options to choose from: You can focus your wrestler's abilities, pick what he's good at, and, in what has to be the coolest feature in wrestling game history, you can name the finishing move. These pages will introduce you to the process of building a wrestler, but you should keep in mind that there's really no one way to do it.

Character Traits

There are a whopping 206 character traits you can bestow upon your created wrestler. As you play and make decisions in the Pre-Season and throughout your wrestler's career, different possibilities will open up. Whenever you do or don't get along with a particular wrestler, it will register as a possibility in your characteristics list. You will also unlock characteristics like "Talented Speaker," which means your character can really work the crowd so your taunts will build up your special meter more quickly.



Once you've got a nickname, a hometown, and a physique, it's time to pick a Fighting Style. There are five to choose from. No matter what you pick (besides average) it will mean you'll have an easy time building up the first category, an average time building up the second and third, and a very difficult time building up the fourth. Each Fighting Style provides you with a different set of moves. You'll also be able to alter those moves when you choose your character's logic. There is a countless number of move sets available to you.

1 Average

Power Speed

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical Roughneck

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Choosing a Fighting Style

2 Speedy

Power Speed

level 2:	10	level 2:	2
level 3:	18	level 3:	6
level 4:	28	level 4:	12
level 5:	40	level 5:	20

Technical Roughneck

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

4 Powerful

Power Speed

level 2:	2	level 2:	10
level 3:	6	level 3:	18
level 4:	12	level 4:	28
level 5:	20	level 5:	40

Technical Roughneck

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

1 Average

Power Speed

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical Roughneck

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

3 Technical

Power Speed

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical Roughneck

level 2:	2	level 2:	10
level 3:	6	level 3:	18
level 4:	12	level 4:	28
level 5:	20	level 5:	40

5 Roughneck

Power Speed

level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical Roughneck

level 2:	2	level 2:	2
level 3:	6	level 3:	6
level 4:	12	level 4:	12
level 5:	20	level 5:	20

Choosing Your Finisher

The most exhilarating part about choosing your wrestler is deciding to pick one move above all others to be the finisher. After choosing a finisher, naming it comes into play, which is brilliant fun. For hours Whiskey Mac wavered on whether his finale would be the Last Call or the Inebriator (that question is now answered). Below are two things to consider when choosing a finishing move.

1 Don't pick a finishing move that has to be done from behind.

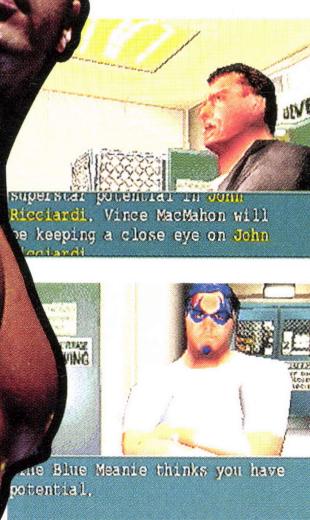
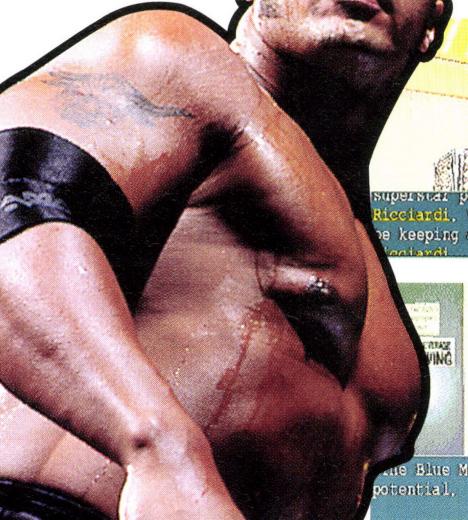
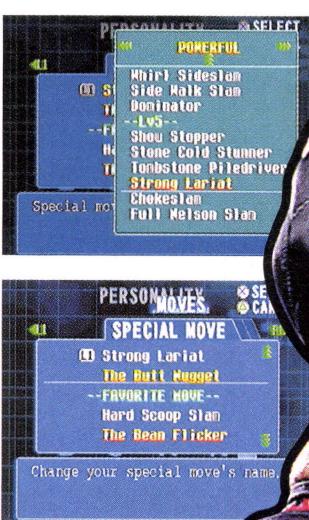
It takes too long to get to the back of a stunned wrestler during key situations of a match; and in the WWF, a second can cost you a match. So, unless your wrestler really lends himself to moves from behind (insert lascivious comment here), choose one that you can do from the top rope or in front of your opponent.

2 Choose the highest-level finisher you can get.

If you have a level 2 finisher, you're not going to knock out many opponents. This is a good argument for focusing on a particular facet of a character's abilities. Building up both the attack and skill level of a category (power, speed, etc.) will give you more dominating moves.

Once you've gone and made a wrestler and picked out his moves from the monstrous list, you'll be all pumped up to jump into the ring. Don't be too hasty, though, because one of the most important things you can do for your wrestler is to enter the Pre-Season. This is where you'll run through a calendar year of matches against WWF superstars and try to win Vince McMahon's approval. If you're good enough, you'll be in the WWF elite. But making the grade isn't the most important part. The Pre-Season is

when wrestlers will approach you to be friends—you can tell them to buzz off, or you can be a bit nicer. This is where rivalries are made and friendships that last for a long time are melded. Keep in mind that shunning someone could lead to your demise in big matches. Having friends is rarely a bad thing, but there is definitely an increased level of intrigue when you can tell a wrestler to know his role and shut his mouth.



Create-A-Wrestler

(continued)

Below is a list of Level 4 and Level 5 moves for each wrestling type (keep in mind that your level will rise as your abilities increase). To unlock different moves you'll have to load up on Skill, and if you want the moves to be as nasty and painful as possible, you'll need to boost your Attack level. To reverse moves of varying types you'll need to devote points to the Defense. Simple enough. Now shut up and wrestle!

Unlocked Level 4 & 5 Wrestling Moves

Speedy

① Ready Moves

Level 4

- ❑ Roundhouse Dropkick
- ❑ Northern Lights Suplex
- ❑ Michinoku Driver
- ❑ Huracanrana
- ❑ Jump Swinging DDT

Level 5

- ❑ Spinning Back Drop
- ❑ Spinning to Face X-Pac

② Behind

Level 4

- ❑ Electric Chair Drop
- ❑ Dragon Suplex Pin

Level 5

- ❑ Tiger Suplex Pin

③ Turnbuckle

Level 4

- ❑ Walk on Rope
- ❑ Bronco Buster

④ Rope Oppnnt.

Level 5

- ❑ Diving Moonsault

⑤ Aerial

Level 4

- ❑ Spinning Wheel Kick
- ❑ Twisting Knee Drop
- ❑ Twisting Body Attack

Level 5

- ❑ Senton Bomb

⑥ Running

Level 4

- ❑ Flying Cross Chop
- ❑ Jumping Knee Attack

② Special Move

Level 4

- ❑ X-Factor
- ❑ Sky High
- ❑ Northern Lights Suplex
- ❑ Downward Spiral
- ❑ Huracanrana
- ❑ Electric Chair Drop
- ❑ Jump Swinging DDT
- ❑ Twisting Knee Drop
- ❑ Dragon Suplex Pin
- ❑ Impaler
- ❑ Michinoku Driver

Level 5

- ❑ Tiger Suplex Pin
- ❑ Senton Bomb
- ❑ Spinning Back Drop
- ❑ The People's Elbow

Powerful

① Ready Moves

Level 4

- ❑ Choke Toss
- ❑ Jackknife
- ❑ Powerbomb

Level 5

- ❑ Pumphandle Slam
- ❑ Running Powerbomb
- ❑ Stunner

② Turnbuckle

Level 4

- ❑ Body Press Slam

Level 5

- ❑ Choke Toss

Level 4

- ❑ Body Press Drop

Level 5

- ❑ Body Press Drop FW

③ Aerial

Level 4

- ❑ Shoulder Block

④ Running

Level 4

- ❑ Press & Knuckle

Level 5

- ❑ Diving Shoulder

Level 4

- ❑ Whirl Sideslam

Level 5

- ❑ Sidewalk Slam

Level 4

- ❑ Bossman Uppercut

⑤ Special Move

Level 4

- ❑ Pumphandle Slam

Level 5

- ❑ Dominator

Level 4

- ❑ Sidewalk Slam

Level 5

- ❑ Whirl Sideslam

Technical

① Ready Moves

Level 4

- ❑ Sambo Suplex
- ❑ Rolling Leg Lock
- ❑ Double Arm
- ❑ Backbreaker
- ❑ Jumping Calf Kick
- ❑ Rolling Whl. Kick

Level 5

- ❑ Flipping Armbar

② Behind

Level 4

- ❑ Octopus Stretch

Level 5

- ❑ Turn Facing Front

③ Ground

Level 4

- ❑ Walls of Jericho

Level 5

- ❑ Anklelock

④ Turnbuckle

Level 4

- ❑ Tornado DDT

⑤ Rope Oppnnt.

Level 5

- ❑ Moonsault

⑥ Aerial

Level 4

- ❑ Diving Spear
- ❑ The 450
- ❑ Diving Moonsault
- ❑ Dragon Attack

Level 5

- ❑ Dragonrana
- ❑ Diving Fame Asser

⑦ Running

Level 4

- ❑ Spear
- ❑ Flying Lariat
- ❑ Karate Kick
- ❑ Spinning Wheel Kick

Level 5

② Special Move

Level 4

- ❑ Running DDT

Level 5

- ❑ Flipping Armbar

③ Special Move

Level 4

- ❑ Octopus Stretch

Level 5

- ❑ Dragon Attack

Level 4

- ❑ Snowplow

Level 5

- ❑ Diving Moonsault

Level 4

- ❑ The 450

Level 5

- ❑ Fame Asser

Level 4

- ❑ Pedigree

Level 5

- ❑ Shamrock

Level 4

- ❑ Anklelock

Level 5

- ❑ The Rock Bottom

Level 4

- ❑ The 'Lo Down

Level 5

- ❑ Flipping Armbar

Level 4

- ❑ The Money Shot

Roughneck

① Ready Moves

Level 4

- ❑ Knee Strike

Level 5

- ❑ Double Arm DDT

② Turnbuckle

Level 5

- ❑ Low Blow

③ Behind

Level 4

- ❑ Low Blow

④ Special Move

Level 4

- ❑ Double Arm DDT

Level 5

- ❑ Knee Strike

⑤ Special Move

Level 5

- ❑ Mandible Claw

Level 4

- ❑ Low Blow

afro-style hair, he settled on the drink that would both make him famous and nearly ruin his life: whiskey, and plenty of it. Fearless, and without regard for his own body, Marc started bar fights, jumping off tables and bar tops to drop elbows and flying fists. That's when a talent scout for the WWF, after losing a tooth in one such fight, found him. After debuting in September (XG #63), Whiskey Marc experienced a climb to fame so rapid that people feared he would go the way of TV's loveable tyke, Webster. But Whiskey Marc was more concerned with the image he was portraying for his adoring young fans. Worried that his image was encouraging underage drinking, Whiskey Marc rid himself exchanged his "That's the whiskey talkin'" slogan for his current "Whiskey don't go down easy." Then he took to the bottle hardcore. Drinking more than ever, he drove a car into a tree to prove the dangers of both underage drinking and drunken driving. Upon sobering up and finding his scalp missing (beautiful crimson hair and all!) and his cheekbone crushed, Whiskey Marc realized

what a fool he'd been. Yet youngsters everywhere rallied around, pouring their whiskey on the landscape of America — pouring whiskey for their homey. Now, Whiskey Marc maintains the handle that led to his near demise and his disfigured visage is now hidden beneath an American Flag mask: a symbol of this great union. Whiskey Marc: wrestler, drunk, humanitarian.

Whiskey Marc sets up arch nemesis Steve Blackman for his notorious trademark move: the 10 Drink Minimum.

After pummeling the deviant Blackman, there's only one thing left to do: give him the intoxicating Last Call.



This Is Your Brain On Drugs

by Henry LaPierre
freeza@ix.netcom.com

Just when you thought the PlayStation had enough "survival horror" type games, here comes Galerians. Set in the somewhat distant future, Galerians tells the story of a genetically altered young boy's escape from his captors, and his attempt to not only bring them down, but find his lost identity in the process. With more FMV cinemas than you can shake a stick at, Galerians' Bladerunner-esque atmosphere really shines through.

While the game could have had a little more "meat" to it (for three discs, it's a little on the short side), it still provides an enjoyable playing experience, and is definitely worth checking out. One last note: Scenario 3 (disc two—The Babylon Hotel) is definitely not for those who don't appreciate disturbing images. :) Parents, beware.

database

time to complete **8-10 Hours**
challenge **Moderate**
hardest boss **Birdman**
best cinema **Stage B, Cinema 7**
the good **Great atmosphere**
the bad **Horrid voice acting**
also try **Any Resident Evil system** **PlayStation**
publisher **Crave**
developer **Asci/Polygon Magic**
www.cravegames.com



GALERIANS

ガレリアンズ

DRUG TESTING

RED

Enables a patient to excite an object's molecules, causing it to heat up. If continued long enough, the object will burst into flames.

D-FELON

Enables patients to form an anti-gravity field around an object. This produces an invisible wall that isolates and entraps the object. Depending on their ability, patients may even be able to move objects they have entrapped.

BEEJECT

Allows a patient to inject a drug cylinder into the device, press the nozzle against the neck, and then pull the trigger.

NALCON

Enables patients to focus their mental energy to project a powerful shockwave. The shock wave's power depends on how the drug agrees with the patient and their mental energy and brainwaves.

In this game, rather than using conventional weapons, you have "psionic" powers at your command. To attack (using the default controller configuration), hold R1 to charge to your desired strength, then press X to throw the attack.

You may also use your psionics to scan an object by pressing Triangle. This will give you clues to relevant puzzles and objectives.

There is a downside to your powerful abilities, however, as psionics come at a cost. Your brain is slowly being overloaded, and in order to keep it in check, you must periodically inject yourself with various drugs. Some of these help to stabilize you while others boost your abilities.

Below is a list of the drugs you will find throughout the game and the side effects for using them. To use the attack drugs you must equip them from the top row on your inventory menu.

■ Beeject: This is the gun-shaped apparatus used for injecting the various drug cylinders into Rion.

■ Melatropin: This drug has been previously administered to Rion, thus enabling him to scan objects and other people with his mind, as well as move objects through telekinesis.

■ Nalcon: Allows Rion to attack his foes with an energy shockwave.

■ Red: Allows Rion to attack his foes by exciting their molecules, thereby

projecting a nasty case of spontaneous combustion on whoever (or whatever) the enemy happens to be.

■ D-Felon: Allows Rion to create an anti-gravity field which can raise foes high into the air and then slam them into the ground. At the height of its charge, this drug emits a high-pitched sound that incapacitates all foes within its range.

■ Short: This is not a drug, but rather a condition that occurs when Rion's AP meter reaches its maximum capacity. Once this happens, Rion's health begins to deplete. The trade-off is that Rion's mental ability will overload, causing most foes in his proximity to be "dealt with" swiftly (you must face them). While in this state, Rion cannot run.

■ Recovery Capsule: Replenishes Rion's health.

■ Delmetor: Restores Rion's AP level to zero, thus stopping the side-effects of Shorting (can be used while Shorting).

■ Appolinar: Causes Rion's AP level to rise at a much higher rate, leading to a quicker Short.

■ Skip: This allows Rion to reach a higher level with his attacks so he can inflict greater damage upon his enemies. The effects of this drug are not permanent, and last only a short while. You may use more than one Skip at a time to increase your power to even greater levels.

DELMETOR

Capsule developed to counteract the effects of Shorting. It temporarily blocks blood vessels from absorbing drugs and then quickly breaks down or neutralizes any drugs remaining in the system. This drug must be taken after a patient has shorted from overuse of ability enhancement drugs.

SKIP

Tablet for stabilizing and increasing blood circulation. It lightens the tremendous mental load required to employ an ability and enables a temporary increase in the mental limit. Highly addictive, Skip dramatically enhances abilities.

APPOLINAR

Stimulates blood circulation, and as a side effect, increases absorption. It is very dangerous when mixed with other drugs as it can raise the blood drug concentration and the rate of drug absorption. Use with caution.

RECOVERY CAPSULE

Blocks the transmission of pain, causes the rapid synthesis of structural proteins by means of a cellular division factor, and promotes healing. This drug can be used in emergencies. Its effectiveness on serious wounds is limited.

GOOD

- Disturbing images
- Atmosphere
- Added Analog support
- Full Motion Video cinemas

BAD

- Somewhat stiff control
- The voice acting
- The new "loading" screen (very distracting)
- A little on the short side
- Did we mention the voice acting?



STAGE A: THE MICHELANGELO MEMORIAL HOSPITAL - DISC ONE

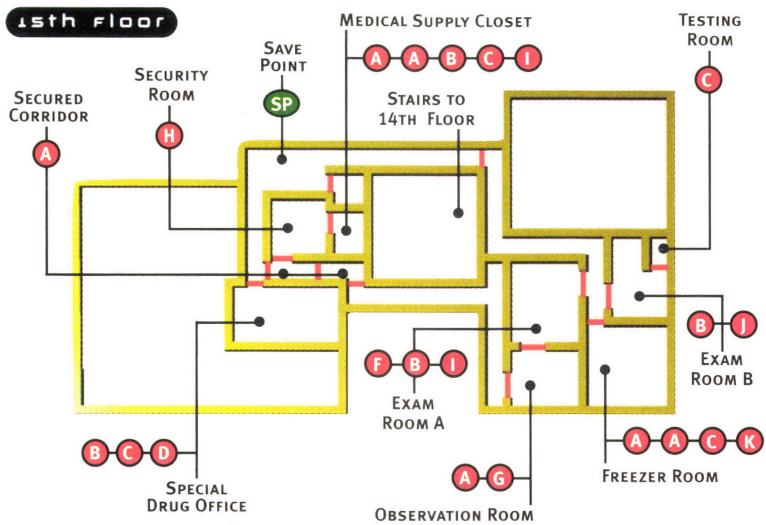
CHAPTER 1

THIS IS THE DAWNING OF THE AGE OF GALERIANS



While on an experimentation table, test subject Rion Steiner is contacted telepathically by a girl named Lilia. After he escapes from his bindings—an awesome showcase of what this boy is capable of—have him use his psionics on the door at the southern side of the room. This allows you entry into the Observation Room, where you will find the Security Card.

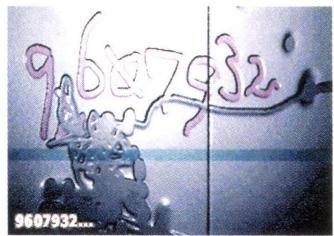
15th FLOOR



Once you have the Security Card, proceed to the Secured Corridor and use it in the wall-mounted lock terminal to unlock the nearby gate. In the next small corridor, press the switch on the table to release the autolock, then enter the Security Room and press the button on the security terminal to finish unlocking the gate in the corridor outside. Grab the Freezer Room Key from the wall near the alarm box, then enter the Medical Supply Closet and get the Beeject device from the orange box on the top shelf at the rear of the closet.

After getting what you need, make your way to Examination Room B and find the Medicine Storage Key (PPEC) on the right-hand terminal. Enter the small testing room at the northeast corner of the room to find a number scratched into the wall. Make note of the number (9607932), then return to the outer corridor and use the Freezer Room Key to enter the door at your end of the hall. Inside the Freezer Room, pull the Fuse from the fuse box on the eastern wall, then use the device against the southern wall to stop the cold blast of air coming up the vents.

Next, proceed to the door to Examination Room A, just slightly up the hall, and install the Fuse in its lock. Enter the now-repaired door and use the Medicine Storage Key to open the storage cabinet. Here, you'll find the Liquid Explosive. Return to the outer corridors and use the Liquid Explosive on the metal grate that's blocking the entryway of the stairs to the 14th floor. After applying the explosive, detonate it by using your psionics (Telekinetic Inspection).



CHAPTER 2

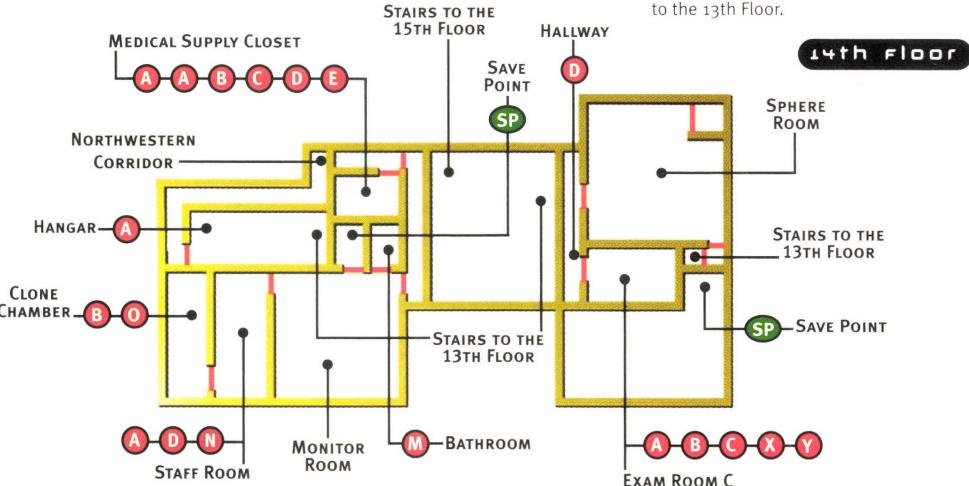
STOLEN MEMORIES



With the stairs revealed, make your way down to the Monitor Room. Push the button on the small lit pole to unlock the door that leads to the Staff Room. Pass through the Staff Room and reach the Clone Chamber. Inside you'll find the Special Drug (PPEC) Office Key. Return to the 15th Floor and use the key to enter the Special Drug (PPEC) Office. Inside, insert your Security Card into the terminal on the northern wall beneath

the small monitor, then input the seven-digit number you saw on the wall of the Testing Room (9607932).

Once entered, your Security Card will be reformatted to open a lock on the 14th Floor. With that accomplished, make your way back down to the 14th Floor and use your Security Card to access the northwestern corridor, so that you can proceed to the Hangar; then, from Hangar, take the stairs down to the 13th Floor.



The new security code was written.

STAGE A: ITEM LOCATION KEY

A	RECOVERY CAPSULE
B	DELMETOR
C	NALCON
D	RED
E	SKIP
F	MEDICAL STAFF NOTES
G	SECURITY CARD
H	FREEZER ROOM KEY
I	BEEJECT
J	DRUG STORAGE KEY
K	FUSE
L	Liquid Explosive
M	Newspaper
N	G Project Report
O	SPECIAL DRUG OFFICE KEY
P	Control Room Key
Q	Photo of Parents
R	Test Lab Key
S	Two-Headed Wolf Obelisk
T	Two-Headed Snake Obelisk
U	Two-Headed Eagle Obelisk
V	Two-Headed Monkey Obelisk
W	Clinic Chief Lem's Notes
X	Rion's Test Data
Y	Research Lab Key

CHAPTER 3



■ On the 13th Floor, enter the Computer Room and switch on the lamps that are in the central row of computers. Facing the lamps and computers, switch the far right first, far left second, and the center last. Now the projector at the head of the room will activate. Have Rion inspect the projector to find some pictures of his parents. Grab the Control Room Key from the computer at the rear left; then, on your way out, turn on the lights by flipping the switch at the back of the room so that the door unlocks.

■ Next, enter the Atrium and use the key you found in the Computer Room to unlock and enter the Control Room.

TWO HEADS ARE BETTER THAN ONE

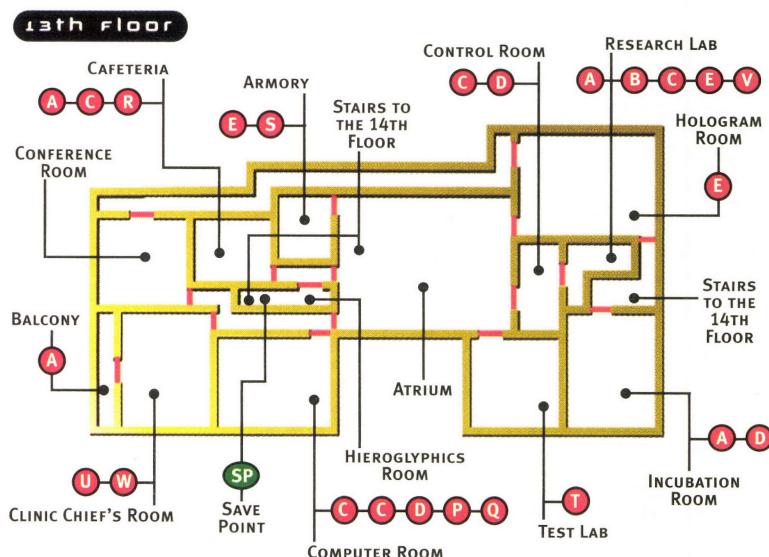
Inside, push the buttons on the terminals to unlock the doors to both the Armory and the Clinic Chief's Room; then, return to the Atrium. Enter the Armory and you'll find the Two-Headed Wolf Obelisk.

■ Next, proceed to the Cafeteria. Here, you will find the Test Lab Key which lets you enter the Test Lab. Inside you'll find the Two-Headed Snake Obelisk. Next, return to the Atrium and use the stairs that are there to reach Examination Room C on the 14th Floor, where you'll find the Research Lab Key.

■ Return downstairs and use the key to get the Two-Headed Monkey Obelisk from the Research Lab, then grab the Two-Headed Eagle Obelisk from the Clinic Chief's Room. Once you have all four obelisks, enter the Conference Room and set them on their corresponding pedestals (along the western

wall, from left to right, Snake, Eagle, Wolf, and Monkey). Once placed correctly, the large picture on the northern wall opens, revealing a doorway.

Proceed through it to reach the Hologram Room, and once there, activate the device in the center of the room.



CHAPTER 4

DR. LEM



■ Exit through the door on the southern wall to reach a set of stairs leading to the 14th Floor. Once upstairs, enter the Sphere Room and access the computer terminal to draw out Dr. Lem. After you defeat him, he gets back up and attacks you a second time. This time he'll be in his true form—more machine than man. This form is easily beaten, just run at varying angles around the room (keep some distance between you and him so that you can avoid being grabbed), and when he misses with his charge, unleash an attack on him. This way your only chance of being hit will be if he performs a ground slam. After defeating Dr. Lem a second time (Dr. Lem can be defeated in both forms by Shorting), inspect his body to progress to Stage B, "Your House."

CHAPTER 5

VERY BAD THINGS

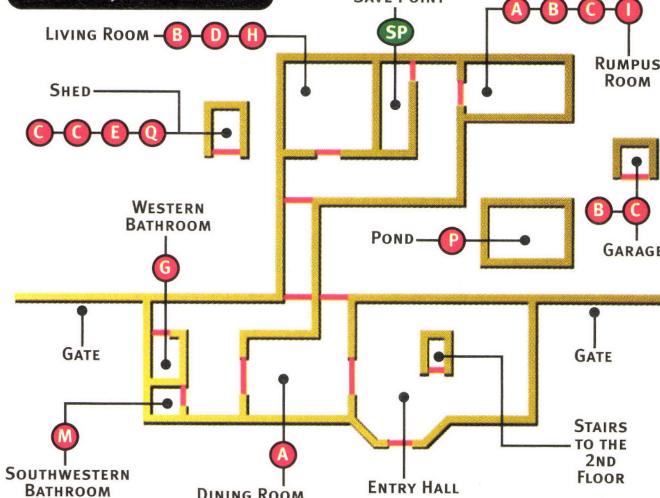
■ Start by getting the Backdoor Key from the car in the Garage, then use it to enter the house. Inside, pass through the Dining Room and enter the Western Bathroom. Press the button on the wall to drain the tub so you can get the Second Floor Key.

■ Next, get the Metamorphosis Painting from the chair in the Living Room, then proceed to the Rumpus Room, where you'll find the Door Knob. Use the Door Knob to fix the door leading from the Dining Room to the Entry Hall, then

pass through it and use the main stairs to reach the second floor. Use the Second Floor Key to enter the door at the top of the stairs and make your way into the Study, where you will find the Bedroom Key. Use it to enter Rion's Parents' Bedroom (on the way, you'll need to jump across a large hole in the floor. To do this, press the Directional Pad or Use Button rapidly once Rion jumps. He'll then pull himself up once across), so you can get the Letter from Elsa from the makeup table, then head to Rion's Bedroom.

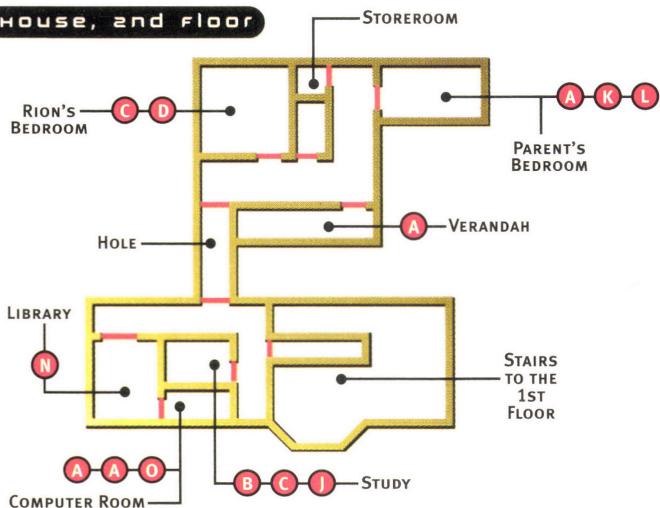


HOUSE, 1ST FLOOR



STAGE B: ITEM LOCATION KEY

A	RECOVERY CAPSULE
B	DELMETOR
C	NALCON
D	RED
E	SKIP
F	BACKDOOR KEY
G	SECOND FLOOR KEY
H	METAMORPHOSIS PICTURE
I	DOOR KNOB
J	BEDROOM KEY
K	LETTER FROM ELSA
L	FATHER'S RING
M	MOTHER'S RING
N	COMPUTER THEORY BOOK
O	BILLIARD BALL #3
P	BILLIARD BALL #9
Q	LILIA'S DOLL



Inside Rion's Bedroom, hang the Metamorphosis Painting over the clean spot on the wall (near the door) to reveal a hidden ladder. Climb down the ladder to the Living Room, then make your way to the Bathroom located in the southwest part of the home. Upon using your psionics on the sink, you find your Mother's Ring. Return to your Parents' Bedroom and use your Mother's Ring to open the jewelry box on the nightstand between the beds. Inside, you'll find your Father's Ring.



CHAPTER 6 AT WHAT COST?

Take both rings (don't forget to get your Mother's Ring back from the jewelry box) to the Library and insert them into the holes in the ornaments at each side of the window to reveal a hidden Computer Room. Inside the Computer Room you'll find the Number 3 Billiard Ball. Next, go outside to the pond next to the garage and use your psionics to lift the submerged car to the surface

(you must stand at the eastern side of the pond). Get the Number 9 Billiard Ball from the front seat, then place both it and the Number 3 Billiard Ball on the pool table in the Rumpus Room. This opens the stairs leading to the Activation Program Room. Flip the green switch on the wall to turn on the lights, then get Dr. Pascalle's Diary and the Shed Key from the desk at the rear (if

you need a Red, there's one near the stairs). Now make your way outside to the Shed on the western side of the house (there is a Nalcon here on a bench as well). Along the way, Birdman will appear and try to tempt you into fighting him. Don't bother, just run past him. Use the key to enter the Shed and find Lilia's Doll.

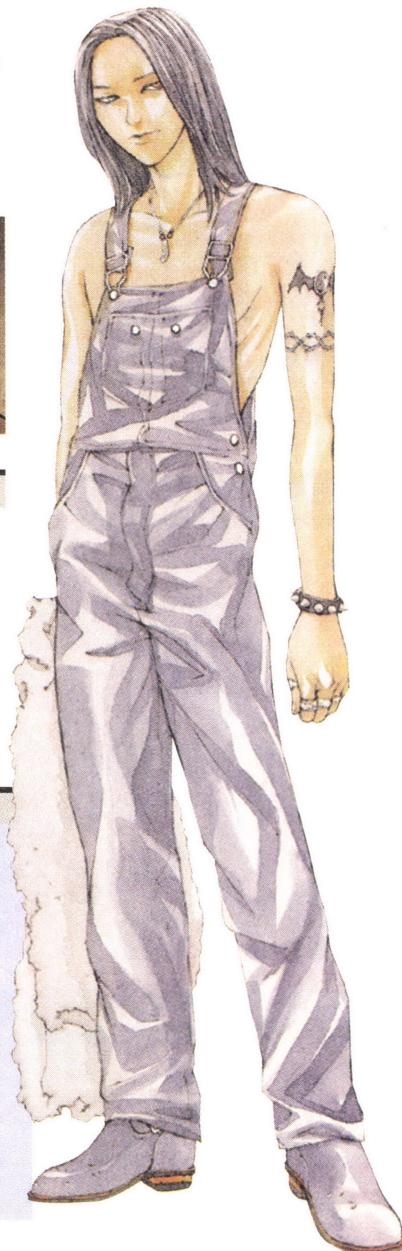
CHAPTER 7 BIRDMAN

Exit the Shed to begin your battle with Birdman. Shorting does not affect him, so as soon as you see Birdman materialize, target him, then attack him with approximately 1/2 to 2/3 of a charge so you hit him before he can hit you. He has a semi-homing blast attack, so if he gets it off, change your direction quick. After you inflict a set amount of damage on Birdman, he'll reappear in triplicate. He'll either attack from three locations in rapid succession or surround you and unleash one massive attack (if this happens, run to the upper left, to the far side of the shed to avoid it).



Continue your assault of smaller blasts until he returns to single form, then use full charges of Nalcon just after dodging one of his blasts. This battle is

where the game is most frustrating. Since there are two possible backgrounds to this location, oftentimes he will attack you from off the main screen (he'll be out of view near the gate). Due to this, it can be hard to gauge where the attacks are coming from. You can change direction if need be, which is especially useful when he splits in three. The splitting, coupled with the Resident Evil-type control (where you need to turn before going forward to change directions) makes this fight one of the toughest in the game.



STAGE C: THE BABYLON HOTEL - DISC TWO

CHAPTER 8 ROOMS FOR RENT BY THE HOUR



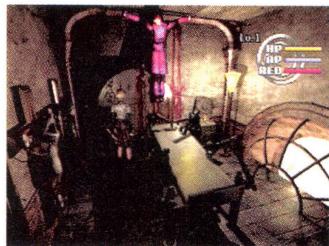
Start this stage by speaking to the clerk at the Front Desk, then take the elevator to the Third Floor and enter Room 302. Look in the mirror to find a note, then go to Room 306 (re-enter after leaving by way of a cut-scene) and talk to the man inside.

Return to the Lobby and follow the trail of blood you see behind the front desk into the Staff Locker Room to find

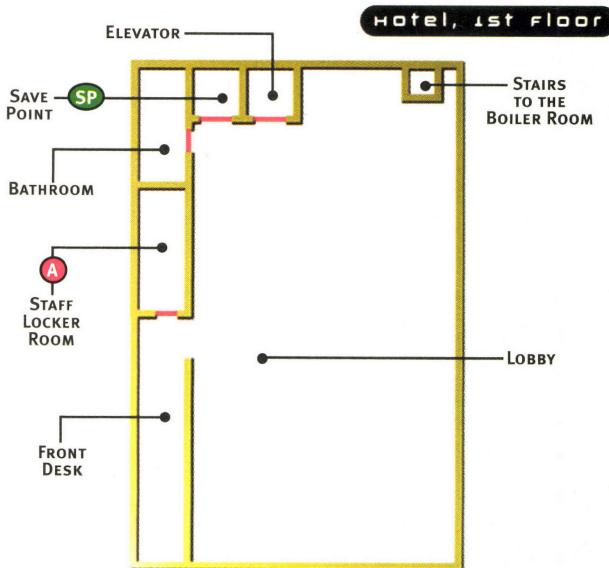
the clerk. Return to the Lobby and talk to the man from Room 306. Go to Room 204 and use the knocking password you just learned (bang the following rhythm on the door: knock, knock-knock, knock) to get the occupant to ask you in. Enter and talk to him. Then, on the way out, take the D-Felon he offers you. Go to Room 201 and knock several times. When you are finally let in, talk to the handyman.

STAGE C: ITEM LOCATION KEY

A	RECOVERY CAPSULE
B	DELMETOR
C	NALCON
D	RED
E	Skip
F	APPOLINAR
G	D-FELON
H	LETTER FROM LILIA



■ On the Third Floor, kill the enemy in the hall (Red works well on this type of enemy), then go to Room 304 and talk to the woman inside (re-enter after being sent out after the cut-scene). Upon leaving the room for the second time, talk to Rainheart in the hallway outside to find that the guest in Room 301 wants to see you. Go to Room 301 and read the Letter From Lilia, then go to Room 303 (once again, re-enter after the cut-scene). Spear to the man on the bed, then go to Room 205. Answer the phone on the desk before it stops ringing; then, upon exiting, dispose of the two enemies in the hall. Go to Room 206 (re-enter) and talk to its occupant, then proceed to Room 202 and dispose of the enemy you find there. Speak to the man in Room 203 (re-enter), then go to Room 305. You'll encounter 3 enemies here, so if it helps if you are Shorting. After killing them, head to the Grandfather Clock on the Second Floor.



CHAPTER 9

RAINHEART

■ You'll find Rainheart here. Talk to him, then follow him back into Room 305 (he phases through the ceiling, but you'll still need to take the elevator). Keep in mind that Red has little-to-no effect on him. Also, when he does his fire burst attack (lighting him ablaze with Red will also cause this),



run to the furthest corner opposite him so the fire stands less of a chance at hitting you (flames that land on the ground can cause damage if touched). If he summons fire creatures, avoid them and they'll eventually die on their own. Use Nalcon or D-Falon to kill him.



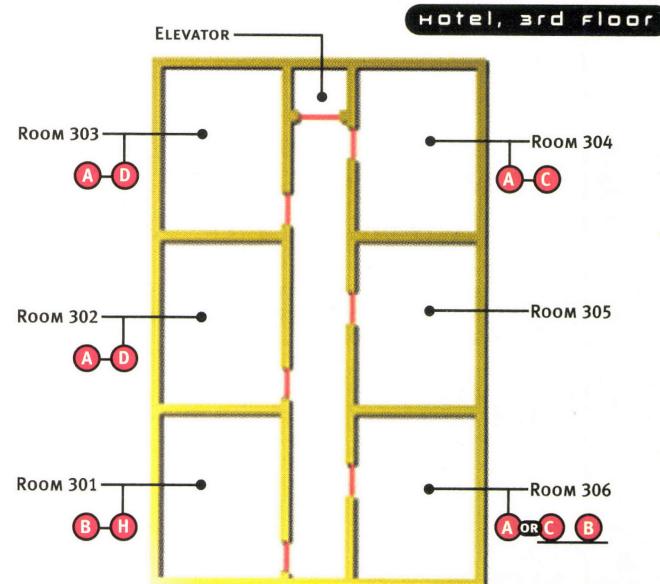
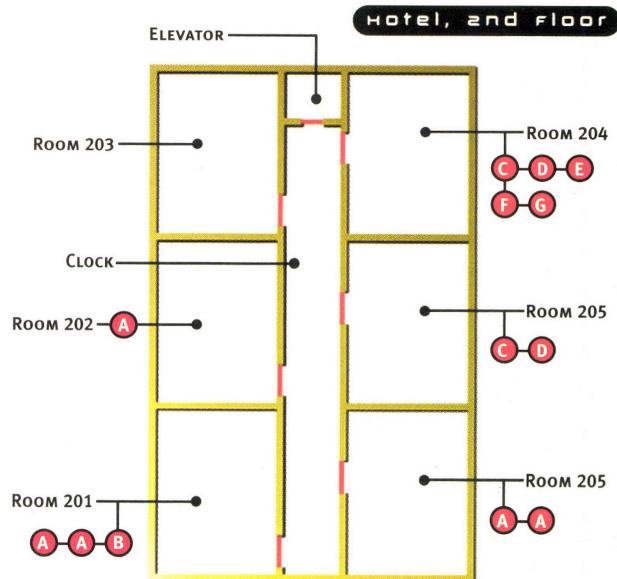
CHAPTER 10

RITA

■ After defeating Rainheart, proceed to the lobby where the handyman tells you about the Boiler Room. If you re-route the power from the hotel to the Boiler Room elevator by way of the switch in the Staff Locker Room, you can reach the Restaurant. After flipping the switch, head down to the Boiler Room and take the elevator you find there to the Kitchen (you can find Delmetor, Red, and Nalcon here, as well as Red, Skip, and a Recovery Capsule in the Bathroom next door). Continue on to



the room to the south to find Lilia and this stage's boss—Rita. Rita is very similar to Psycho Mantis from Metal Gear Solid in that she uses her powers to levitate objects and attack with them. Shorting does nothing to Rita and striking her while she's floating on the table is equally futile. You must attack her while she's on the floor in order to inflict any damage. Red is best for this battle. She'll first try to run you down from the table. For this attack, just change directions when she starts toward you and then unleash a fully charged attack when she lands. After a set amount of damage is inflicted, she'll begin using tables and chairs as weapons. Just dodge the furniture and unleash a fully charged attack while she re-supplies herself with more ammo. When she starts spinning the furniture around herself, she'll let it go all at once and follow it up with a pass at you from the table. As soon as you've moved and seen that her trajectory is not in line with you, charge up and hit her with another full attack (if you wait for her to land before charging, you'll miss her). This boss seems a lot tougher than she actually is. You have lots of room to move around in, so use it to your advantage.



STAGE D: THE BABYLON HOTEL - DISC THREE

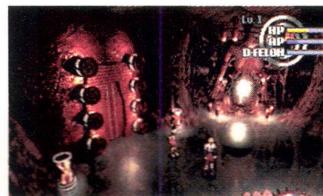
CHAPTER 11

WELL WE'RE MOVIN' ON UP

■ Begin your trek up the Mushroom Tower by approaching the shooter (elevator tube) to the northwest. Kill the enemies that appear, then use your psionics to scan the shooter to the northeast (if you're in need of supplies, you can find two Recovery Capsules and two cylinders each of D-Felon and Red on this floor) to find the correct sequence (yellow, green, blue, pink, red) in which Lilia must shut down the

light pads in the room she's in. This will allow the central plate to be used to activate the northeast shooter so Rion can get to the 78th Floor.

■ Once there, kill the security guards (D-Felon works well), then use your psionics on the shooter at the northeast corner to find the correct sequence that Lilia needs to input to re-activate the central plate. After inputting pink, light



THE CINEMAS

Stage A:

1. Michelangelo Memorial Hospital opening cinema.
2. Upon using your psionics to escape from Examination Room A.
3. Upon entering the Observation Room for the first time.
4. Upon passing through the secured corridor for the first time.
5. Upon looking in the mirror in the Security Room.
6. Use your psionics to inspect the lab equipment in Examination Room B.
7. Use your psionics to inspect the chair in the Testing Room.
8. Inspect the parts storage freezer in the Freezer Room.
9. Upon blowing open the grate leading to the stairs to the 14th Floor.
10. Upon first entering the Monitor Room on the 14th Floor.
11. Inspect the live clone in the test tube in the Clone Chamber.
12. As you reach the halfway point while passing through the Hangar.
13. Upon first entering the 13th Floor Atrium.
14. Upon setting the four animal obelisks in the Conference Room.
15. Upon activating the device in the Hologram Room.
16. Upon accessing the computer terminal in the Sphere Room.
17. Upon defeating Dr. Lem.
18. Upon injecting your first cylinder of Nalcon.
19. Upon injecting your first cylinder of Red.
20. Upon injecting your first cylinder of D-Felon.

Stage B:

1. Your House opening cinema.
2. Upon inspecting the photo above the fireplace in the Living Room.
3. Upon entering the Study.
4. Use your psionics to inspect Rion's bed.
5. Upon passing through the Living Room with the Letter From Elsa.
6. Upon entering the Southwestern Bathroom with the Letter From Elsa.
7. Upon re-entering the Dining Room after triggering cinema two.
8. Upon entering the rear of the Storage Closet.
9. Upon inspecting the desk in the Computer Room behind the Library.
10. Use your psionics to raise the car from the pond.

11. Upon taking the Shed Key from the Activation Program Room.
12. Upon exiting the Shed with Lilia's doll.
13. Upon defeating Birdman.

Stage C:

1. The Babylon Hotel opening cinema.
2. Upon first entering Room 302.
3. Upon first entering Room 306.
4. Upon entering Room 303 before going to Room 302.
5. Upon entering Room 303 a second time before going to Room 302.
6. Upon entering Room 303 after going to Room 302.
7. Upon entering Room 203 before going to Room 302.
8. Upon entering Room 203 after going to Room 302.
9. Upon entering Room 206 before going to Room 302.
10. Upon entering Room 206 after going to Room 302.
11. Upon entering Room 304 before going to Room 302.
12. Upon entering Room 304 after going to Room 302.
13. Upon first entering room 201.
14. Upon first entering room 204.
15. Upon meeting Rainheart in front of Grandfather Clock on the 2nd Floor.
16. Upon defeating Rainheart.
17. Upon finding Lilia in the Restaurant.
18. Upon defeating Rita.
19. Promotional Video for Galerians, received after unlocking all 62 regular cinemas.

Stage D:

1. The Mushroom Tower opening cinema.
2. Upon Lilia opening the first shooter.
3. Upon reaching the 78th Floor.
4. Upon Lilia attempting to open the second shooter.
5. Upon Lilia attempting to open the third shooter.
6. Upon Lilia attempting to open the fourth shooter.
7. Upon scanning the fifth pod (empty) in the Family Program Room.
8. Upon defeating Cain.
9. Upon entering the Hand of God area after defeating Cain.
10. Upon defeating Mother.
11. Credits, received upon finishing the game.

CHAPTER 12

CAIN

■ Upon using your psionics to scan the final pod, you find that it's empty. Your clone, Cain, then emerges to unveil some awful truths before challenging you. Red and Nalcon work best against Cain. When he appears and attacks with his barrage of three energy balls, dodge them and begin charging an attack, locking in on him before he disappears. This way, as soon as he reappears, you can release it and strike him with a full charge. Every now and again he'll unleash a massive attack where he throws three energy balls at once while also summoning lightning to the spot you're in. If you keep moving while this attack is being performed, you greatly lessen your chances of being hit with it (although it's best to keep a Recovery Capsule handy just in case). Due to the



darkness of the room, be careful of getting stuck along one of the walls or in a corner—this makes you an easy target. After a set amount of damage is inflicted upon Cain, he'll start to use flame attacks (usually four at a time). At this point, keep moving, and, when he finishes, charge up and hit him with a full blast (Nalcon if you have it).

CHAPTER 13

HI MOM, I'M HOME

■ After defeating Cain, enter the Hand of God area (through the only available door) to confront Mother. Mother's line of defenses include floating eyeballs that hurl towards you if hit, energy bursts that strike the ground where you stand, and a laser that will cut across the small area you're fighting in. To avoid the energy bursts, simply watch for the floor to light up beneath you; then move so you won't be hit. After hitting the eyeballs with a full charge (Red works well), move quickly to avoid them. When the laser starts up, just run to either the top or bottom of the battle area (whichever area the laser isn't aim-



ing toward) to avoid that attack. Every now and again, Mother will create a large booming noise which breaks your concentration and stops any attack charge you may be attempting.

A few brief notes about restarting with a "Clear Game" save.

1. Rion starts with a full AP meter, which means he is already Shorting.
2. Rion is allowed to run while Shorting.
3. Cinemas earned in previous games are already unlocked.



Post-Game Wrap-up

by John Ricciardi

john_ricciardi@zd.com

Well, it's taken about three months and more than 100 hours of gameplay, but I'm finally finished with DWM. I've got all 215 monsters, I've cleared every Gate in the game, and I can finally start to think about stuff other than Dragons and Slimes and whatnot.

Now that I'm done, let me tell you about the aftermath of DWM. For one, the music never leaves your head. In the shower, in the car, while you're sleeping—wherever. If you're smart, you'll turn down that volume now before it's too late. Not that the music isn't good, but man...you just can't escape it. And if you value your eyesight, you'll take repeated breaks while playing the game. At this point, I don't want to see that tiny GBC screen again for months (God, please let the GB Advance be easier on the eyes!).

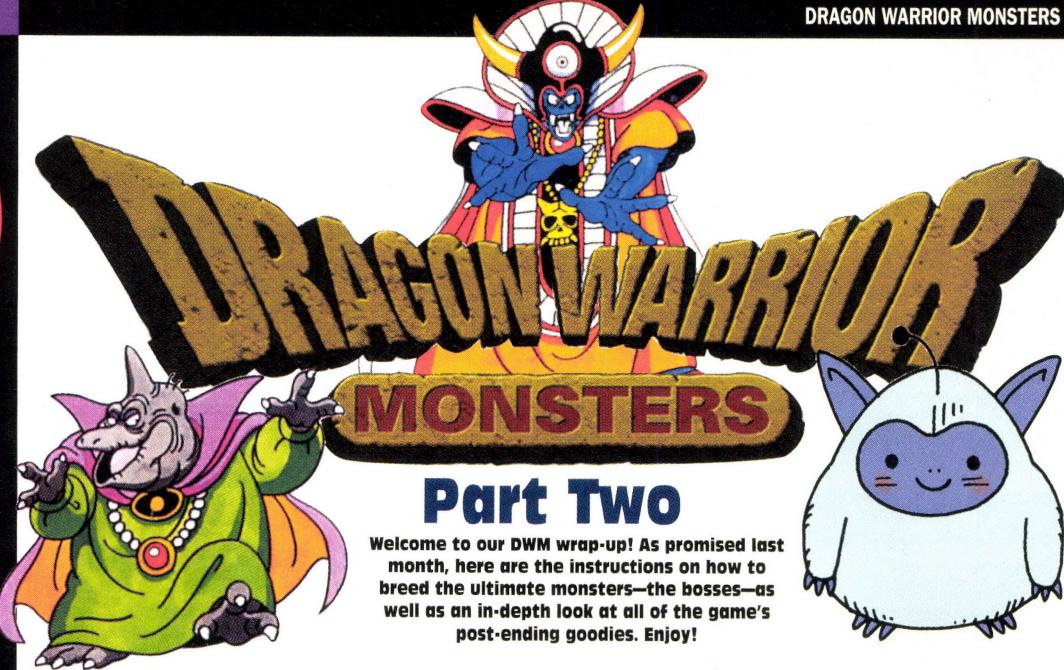
That is, unless DWM2 shows up...

database

time to complete 40-60 hours
challenge Hard
one tough muta The Master
special thanks Miwako Takaya
also try Pokémons, Dragon
Warrior I-IV (NES)

system Game Boy Color
publisher Enix
developer Enix

www.enix.com



Part Two

Welcome to our DWM wrap-up! As promised last month, here are the instructions on how to breed the ultimate monsters—the bosses—as well as an in-depth look at all of the game's post-ending goodies. Enjoy!

Boss Breeder's Cookbook

Wanna know how to make the biggest and best monsters in the game? This little chart will tell you everything you need to know in order to breed all 15 boss monsters from the ??? Family, as well as some of the other monsters that you'll need to use as key "ingredients." If you really want to kick butt, these are the monsters you'll want on your team during the later parts of the game.

Boss Monsters



Desired Monster	Pedigree Monster	Breeding Monster
DracoLord	Servant	Andreal
DracoLord [2nd form]	DracoLord	Divinegon
Hargon	WhiteKing	MetalKing
Sidoh	Jamirus	Rosevine
Baramos	Hargon	Orochi
Zoma	DracoLord	Sidoh
Pizzaro	Durran	Divinegon
Esterk	Pizzaro	KingLeo
Mirudraas	Esterk	GoldSlime
Mirudraas [2nd form]	Mirudraas	Spikerous
Mudou	Baramos	DarkHorn
DeathMore	Mirudraas	Zoma
DeathMore [2nd form]	DeathMore	Armorpion
DeathMore [3rd form]	DeathMore [2nd form]	Mudou
Darkdrum	DeathMore [3rd form]	Watabou

Other Important Monsters

Desired Monster
Divinegon
GoldSlime
KingLeo
DarkHorn
RainHawk
Rosevine
Armorpion
Akubar
Jamirus
Durran
WhiteKing
GoldGolem

Pedigree Monster
SkyDragon
MetalKing
Roboster
Unicorn
Blizzady
AmberWeed
HornBeet
ArcDemon
Akubar
Centasaur
BoneSlave
IceMan

Breeding Monster
Orochi
MetalKing
Unicorn
DracoLord
Phoenix
DracoLord
HornBeet
GateGuard
RainHawk
GoldGolem
SpotKing
LavaMan



Keep in mind that it can be easier to get some of these "other" monsters inside the Gates than it is to breed them (for example, getting DarkHorn to join you by dropping a few Sirloins in his lap at the end of the Gate of Labyrinth is much easier than breeding a Unicorn with a super-rare DracoLord). But for most of these monsters, you'll have to breed if you ever want to see them in your party. Also, in some cases, these aren't the ONLY breeding combinations you can use; we just decided to show the best one for each monster.



The Remaining Gates

BONUS TRAVELERS' GATE 01

Gate of Ambition

Monsters: GoHopper (1-5), ArmyAnt (1-5), Catapila (1-5), GiantWorm (1-5), GiantSlug (6-10), Eyeder (6-10), Butterfly (6-10), ArmorPede (6-10), Gophecada (11-20), StagBug (11-20), TailEater (11-20), WeedBug (11-20), Droll (21-29), GiantMoth (21-29), ArmyCrab (21-29), MadHornet (21-29)

Common Items: Lovewater, Rib, Gold, Mimic Chest
Special Floors: Mimic Room (C), Dungeon Maze (C), Slippery Floor (C), Lost Forest (U), Coliseum (U), Treasure Room (U), Church (U), Item Shop (U)

If you played the original Dragon Warrior, you should know what to do here. Obviously, decline his request and then take him on. At first, he's not too tough. Once he casts BeDragon, that's when you need to stay sharp. If your levels are high enough (and at this point, they should be), you should be able to outlast this evil menace.

BONUS TRAVELERS' GATE 02

Gate of Demolition

Monsters: StubSuck (1-5), EvilSeed (1-5), BeanMan (1-5), FloraMan (1-5), WingTree (6-10), Gulpple (6-10), MadPlant (6-10), Onions (6-10), CactiBall (11-20), TreeBoy (11-20), AmberWeed (11-20), FireWeed (11-28), ManEater (21-28), DanceVegi (21-28), Snapper (21-28)

Common Items: Lovewater, Rib, Gold, Mimic Chest
Special Floors: Mimic Room (C), Dungeon Maze (C), Slippery Floor (C), Lost Forest (U), Coliseum (U), Treasure Room (U), Church (U), Item Shop (U)

You'll have to go through the Gate of Demolition twice to fully beat it. The first time through, you'll fight Hargon, one of the bosses from Dragon Warrior II. His spells aren't as bad as they could be, but he will call Bazoo to help him, which will definitely make the fight tougher. After defeating Hargon, head through the Gate again and you'll find a different end boss—Sidoh—otherwise known as Malroth from Dragon Warrior II (nice translation work there, guys!). Sidoh is a serious pain in the butt, with three super-powerful spells and a whole lotta HP. Your monsters will need to be extremely strong to survive this battle...

Levels: 29

BOSS!



DRACOLORD
HP: 4000
MP: 550
Firebolt, Meditate, BeDragon
DOES NOT JOIN

Levels: 28

BOSS!



HARGON
HP: 4000
MP: 550
Firebolt, Explodet, BazooCall
DOES NOT JOIN

BOSS!



SIDOH
HP: 6000
MP: 999
WhiteFire, WhiteAir, Hellblast
DOES NOT JOIN

Last month we took you through all 22 Travelers' Gates that are accessible before winning the Starry Night Tournament (essentially "beating" the game). This month we're wrapping up with the remaining nine Gates that become available after you win the Tournament (six regular Gates and three Hidden ones). In addition, we've got a rundown of the final Arena Battle against the man himself, Master Monster Tamer (we like to call him the ol' MMT). If you can defeat his monsters, you truly are one of the greatest Dragon Warriors around...

BONUS TRAVELERS' GATE 03

Gate of Mastermind

Monsters: Dracky (1-5), Picky (1-5), BigRoost (1-5), BullBird (1-5), MadRaven (6-10), MadPecker (6-10), Florajay (6-10), StubBird (6-10), MistyWing (11-20), DuckKite (11-20), MadGoose (11-20), LandOwl (11-20), Wyvern (21-26), MadCondor (21-26), ZapBird (21-26), WhipBird (21-26)

Common Items: Lovewater, Rib, Gold, Mimic Chest
Special Floors: Mimic Room (C), Dungeon Maze (C), Slippery Floor (C), Lost Forest (U), Coliseum (U), Treasure Room (U), Church (U), Item Shop (U)

This time around, it's Baramos, the evil archfiend from Dragon Warrior III. As with the rest of these post-ending bosses, he's insanely tough, but there's no real strategy to beating him other than the usual: make sure your monsters are STACKED before they get into this fight, and play it smart.

BONUS TRAVELERS' GATE 04

Gate of Control

Monsters: Slime (1-5), SpotSlime (1-5), MetalY (1-5), TreeSlime (1-5), DrakSlime (6-10), Snaily (6-10), Babble (6-10), WingSlime (6-10), Slabbit (11-20), SlimeNite (11-20), BoxSlime (11-20), RockSlime (11-29), SpotKing (21-29), SlimeBorg (21-29), Metabbles (21-29)

Common Items: Lovewater, Rib, Gold, Mimic Chest
Special Floors: Mimic Room (C), Slippery Floor (C), Coliseum (U), Lost Forest (U), Church (U), Dungeon Maze (U), Treasure Room (U), Item Shop (U)

Zoma, the final boss from Dragon Warrior III, is another serious pain in the butt. However, this Gate is definitely worth visiting from time to time, as the Metabbles on the last nine floors give CRAZY experience points if you can defeat them. This is undoubtedly the best place in the game to build up your monsters' levels if you've got time to spare.

Levels: 26

BOSS!



BARAMOS
HP: 4000
MP: 999
Explodet, RockThrow, Hellblast
DOES NOT JOIN

BONUS TRAVELERS' GATE 05

Gate of Extinction

Monsters: Gremlin (1-5), Demonite (1-5), 1EyeClown (1-5), SkulRider (1-5), EyeBall (6-10), MedusaEye (6-10), Pixy (6-10), DarkEye (6-10), Orc (11-20), AgDevil (11-20), ArcDemon (11-20), EvilBeast (11-20), Lionex (21-29), Grendal (21-29), Ogre (21-29), GoatHorn (21-29)

Common Items: Lovewater, Rib, Gold, Mimic Chest
Special Floors: Mimic Room (C), Slippery Floor (C), Coliseum (U), Lost Forest (U), Church (U), Dungeon Maze (U), Treasure Room (U), Item Shop (U)

Another major boss, another ridiculously challenging fight. Surprised? You shouldn't be. Some of you may remember Pizzaro as Necrosaro from Dragon Warrior IV (pretty sad that they got so many boss names wrong with this translation, isn't it?). His three Special Skills will tear up all but the most powerful monsters, so be sure to keep pumping your guys up. It's only going to get worse from here on out...

Levels: 29

BOSS!



PIZZARO
HP: 6000
MP: 600
QuadHits, WhiteFire, Hellblast
DOES NOT JOIN

BONUS TRAVELERS' GATE 06

Gate of Sleep

Monsters: Spooky (1-5), Hork (1-5), BoneSlave (1-5), Putrepup (1-5), Mudron (6-10), Mummy (6-10), DeadNite (6-10), NiteWhip (6-10), Reaper (11-20), WindMerge (11-20), MadSpirit (11-20), Shadow (11-20), RotRaven (21-29), DarkCrab (21-29), Skullgon (21-29), Skeletor (21-29)

Common Items: Lovewater, Rib, Gold, Mimic Chest

Special Floors: Mimic Room (C), Lost Forest (U), Coliseum (U), Church (U), Dungeon Maze (U), Slippery Floor (U), Treasure Room (U), Item Shop (U)

Levels: 29

BOSS!



ESTERK
HP: 3800
MP: 700
RainSlash, DeMagic, GigaSlash
DOES NOT JOIN

BOUNS HIDDEN TRAVELERS' GATE 01

Right Arena Gate

Monsters: PillowRat (1-5), FairyRat (1-5), Almiraj (1-5), CatFly (1-5), Skullroo (1-5), Sacer (6-10), Tonguella (6-10), MadGopher (6-10), WindBeast (6-10), Mommonja (6-10), Goategon (11-20), HammerMan (11-20), WildApe (11-20), Grizzly (11-20), SuperTen (11-20), Yeti (21-26), IronTurt (21-26), GulpBeast (21-26), Trumpeter (21-26), Unicorn (21-26)

Common Items: Lovewater, Rib, Gold, Mimic Chest
Special Floors: Mimic Room (C), Church (C), Lost Forest (U), Coliseum (U), Treasure Room (U), Item Shop (U), Dungeon Maze (U), Slippery Floor (U)

Mudou's Special Skills can be devastating if you're not prepared. Bring a Dragon Family monster or two to help keep things from getting out of hand

(they're immune to some of his attacks). The higher levels of this particular Gate have some very nice monsters that are worth picking up (GulpBeast, Trumpeter, Unicorn, etc.).

HOW TO OPEN: Beat the Goopi to the far right of the Starry Shrine at R-P-S- five consecutive times.



Levels: 26



BOUNS HIDDEN TRAVELERS' GATE 02

Bazaar's Edge Gate

Monsters: Goopi (1-5), SabreMan (1-5), CoilBird (1-5), MudDoll (1-5), Facer (6-10), MadCandle (6-10), SpikyBoy (6-10), RogueNite (6-10), Gismo (11-20), CurseLamp (11-20), EvilWand (11-20), JewelBag (11-20), MadMirror (11-20), Voodoll (21-29), Balzak (21-29), MetalDrak (21-29), Roboster (21-29), BombCrag (21-29)

Common Items: Lovewater, Rib, Gold, Mimic Chest

Special Floors: Mimic Room (C), Church (C), Lost Forest (U), Coliseum (U), Dungeon Maze (U), Slippery Floor (U), Treasure Room (U), Item Shop (U)

Are we having fun yet? Another major boss, another rough time. Nothing special here—Mirudraas is strong, but his Skills aren't quite as devastating as Mudou's. At this point you should definitely have some high-level ??? Family monsters fighting on your side if you want to succeed.



HOW TO OPEN: Show a monster that can use Call to the guy in the screen shot above.

Levels: 29



BOUNS HIDDEN TRAVELERS' GATE 03

Stubborn Old Man's Gate

Monsters: MiniDrak (1-5), DragonKid (1-5), Crestpent (1-5), Poisongon (1-5), FairyDrak (6-10), Pteranod (6-10), Gasgon (6-10), KingCobra (6-10), Chamelgon (6-10), LizardFly (11-20), Tortragon (11-20), LizardMan (11-20), Swordgon (11-20), WingSnake (11-20), Rayburn (21-29), Spikerous (21-29), MadDragon (21-29), Andreal (21-29), GreatDrak (21-29)

Common Items: Lovewater, Rib, Gold, Mimic Chest

Special Floors: Mimic Room (C), Church (C), Lost Forest (U), Coliseum (U), Dungeon Maze (U), Slippery Floor (U), Treasure Room (U), Item Shop (U)

To finally open this Gate you'll have to talk to the Stubborn Old Man's granddaughter and say "Yes" when she asks if you know her name. From that

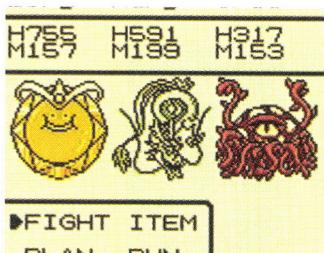


HOW TO OPEN: Show a GoldSlime to the Stubborn Old Man in the screen shot above.

point, you'll have to show the Old Man a GoldSlime in order for him to let you pass. Once in, get ready for the game's toughest Gate boss, DeathMore. Beat him and all that's left is MMT.

HOW TO OPEN: Show a GoldSlime to the Stubborn Old Man in the screen shot above.

The Final Arena Battle: MASTER MONSTER TAMER!!



Once you've finished the game, you can head back to the Arena for one last battle. The opponent is none other than the Master Monster Tamer. To say that this fight is insanely, RIDICULOUSLY difficult would be a major understatement. We (seriously) recommend bringing top monsters from the ??? Family with nearly maxed-out levels if you even hope to win. Listed below are the monsters that he brings to battle, as well as their stats.

Monster	HP
GoldSlime	900
Divinegon	6500
Rosevine	1800

Special Skills

HealUs, Revive, Surge
 EvilSlash, Focus, Hellblast
 Imitate, DeMagic, StormWind

You'll want to take out the GoldSlime first, as he's the party's "healer." There are several different ways you can go about defeating him, so it'd be pointless to try and give any specific strategy. At this point you should be well-schooled in the ways of DWM battle, and should be able to hold your own so long as your monsters are strong enough. Once GoldSlime is gone, Rosevine will be the next to go, and good thing, too, because its Imitate skill is supremely annoying. Finally, it'll be you vs. Divinegon. Divinegon's EvilSlash can take over 700HP in one swipe if he uses it, so you'd better pull out all your tricks for this one. If you have a monster who can use "Call" and set its Plan on MIXED, he'll usually Call for help. Why does this matter? Because it's been our experience that Divinegon would rarely use EvilSlash when a Called opponent was helping out. Who knows...let us know what works for you. FYI, winning this battle nets you nothing at all, though the ladies will love you for it.

About the Translation

If you're an old-school Dragon Warrior fan, you're no doubt wondering why so many names were changed or screwed up in Dragon Warrior Monsters. The official line is that since Eidos handled the translation instead of Enix, it didn't have access to a lot of the older source materials and therefore got some of the names wrong (Ghost is now "Spooky," Drake is "Dracky," Necrosaro is "Pizzaro," Gwaelin is "Laura," etc.). While this is understandable (it's certainly not Eidos's fault), hopefully Enix will do a little more homework before releasing Dragon Warrior VII in the U.S. There's no better way to annoy and disappoint true fans than to go screwing up basic stuff like proper names (just ask Phantasy Star fans—they know exactly what we mean). It's not that hard to fact check...and you know a company like Nintendo would never screw up a Pokémon's name...so please, keep things in order with Dragon Quest VII, eh Enix?



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October 1997

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes: playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98



Issue 8-\$10

May 1998

10 Greatest PS Fighters Tekken 3 Strategy

Demo Disc includes: playables: Einhander, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo



Volume 2
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December 1998

Metal Gear Solid Crash Bandicoot Strategy

Demo Disc includes: playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air



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November 1997

PaRappa the Rapper Bushido Blade Strategy

Demo Disc includes: playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell



Issue 9-\$15

June 1998

Metal Gear Solid Preview Gran Turismo Review

Demo Disc includes: playables: Cardinal SYN, Vigilante 8, Forsaken, N20, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil



Volume 2
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Gex Deep Cover Gecko Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Dead or Alive Fencer, Tomba, Jersey Devil non-playables: Rugrats, Test Drive: Off-Road 2



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Cool Boarders Strategy

Demo Disc includes: playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4 non-playable: One



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playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3



Volume 2
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March 1999

PlayStation Dictionary Syphon Filter Strategy

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Resident Evil 2 Feature Tomb Raider II Strategy

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Dead or Alive Feature 1997 OPM Editors' Awards

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PlayStation's Birthday Elemental Gearbolt Strategy

Demo Disc includes: playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S. non-playables: Metal Gear Solid, Rival Schools, Test Drive 5



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Star Wars: Episode I-The Phantom Menace Feature Legend of Legavia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legavia, Contender non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends



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playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo



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Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil, Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3 non-playables: Parasite Eve, Rival Schools, NFL GameDay 99



Volume 2
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June 1999

Resident Evil 3 Nemesis Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-A-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, NBA 2000, Jade Cocoon, Tony Hawk's Pro Skater



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playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack



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25 Games You Must Play Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, NBA 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VF-X 2, Street Fighter Alpha 3



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Tarzan Lord of the Console Ape Escape Strategy

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EA sports vs. 989 studios Jade Cocoon Strategy

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Volume 3
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October 1999

Final Fantasy VIII Strategy

Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, ChampionShip Motorcross, Toy Story 2, Bugs Bunny, Pac-Man World non-playables: Rugrats, Countdown Vampires, Wu-Tang, Fighting Force 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing



Volume 3
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Tomb Raider 4 Crash Team Racing Strategy

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Volume 3
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December 1999

PlayStation 2 Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo, NFL Blitz, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA GameBreaker 2000, Cool Boarders 4, Demolition Racer non-playables: MTV Sports: Snowboarding, Twisted Metal 4, NCAA Final Four 2000



Volume 3
Issue 4-\$10

January 2000

End of the World Buyers Guide

Resident Evil 3 Strategy

Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem non-playables: Tomb Raider: The Last Revelation, International Track & Field 2000



Volume 3
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February 2000

Wrestling Roundup

Medal of Honor Strategy

Demo Disc includes: playables: Tombal 2: The Evil Swin Return, Tomb Raider: The Last Revelation, SuperCross Circuit, MTV Sports: Snowboarding, Ballistic, International Track & Field 2000 non-playables: Medal of Honor, Hot Shots Golf 2



Volume 3
Issue 6-\$10

March 2000

Wrestling Roundup

Medal of Honor Strategy

Demo Disc includes: playables: Syphon Filter & Crash Team Racing, NBA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere non-playables: Test Drive Cycles, Vigilante 8: 2nd Offense, Alundra





Faster'n Greased Lightnin'

by Greg Stewart
greg_stewart@zd.com

NASCAR fans have needed a game like Rumble for a long time now. Heck, even non-NASCAR fans have needed a game like Rumble for a long time now. Try to picture San Francisco Rush meets Crash Team Racing. Then slap on a NASCAR license and give it loads of tracks and hidden cars, and you've got an idea of the NASCAR Rumble experience.

Electronic Arts has a real winner on its hands with Rumble. Loads of play options, drivers that NASCAR fans know and love, a solid racing engine, and lightning speed all come together to bring the best arcade-style racer the PlayStation has seen in quite some time.

If you dream of driving against names like Kulwicki, Petty, Waltrip, Burton, and Earnhardt, but driving in circles just isn't your thing, welcome to NASCAR Rumble.

database

time to complete **20 hours**
challenge **Moderate**
best item **Twister**
best vehicle **Golf Cart**
Greg's Dream Team **Darrell Waltrip & Jeff Burton**
also try **Speed Devils (DC)**
system **PlayStation**
publisher **Electronic Arts**
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NASCAR RUMBLE



PATIENCE IS A VIRTUE

As with any racing game involving weapons, there's a considerable amount of strategy involved in when, exactly, you should fire off your ammunition in order to get the maximum benefit. When and where to best use weapons is covered in the chart below, but the bottom line is that no successful racer simply drives over a power-up and uses it immediately. Be sure to wait for the best opportunity—or, in some cases, you should never use the power-up at all. Keeping a weapon as a "contingency plan" of sorts is sometimes your best chance at winning a race.

THE ITEMS

Name	Effect	When to Use It
SUPER TRACTION	Causes great handling.	Immediately. There's never a bad time for awesome handling. You'll be able to take even the sharpest turn at breakneck speeds with this hot little item.
NITRO	A Speed Boost.	Wait until you're on a straightaway to use this one. Hitting the Nitro while in a turn is a good way to take yourself out of the running in a hurry.
INVINCIBLE	Makes you impervious to attacks.	If you're in first place, don't use this until absolutely necessary. Use it if a Freeze, Tornado, or Storm warning appears on your screen.
JOKER	Random Power-up.	Our advice? Don't even bother activating this one—just wait for it to time out, especially when you're in the lead. Almost nothing good will come of it.
SHOCKWAVE	Exploding wave.	If you're in the lead, watch your mirror. As soon as the second place car gets close to you, hit it with a Shockwave. If you're working through the pack, use it immediately.
BIG RUMBLE	Bows over opponents.	If you're following another car, activating this weapon and giving the guy ahead of you a "love tap" will have spectacular results.
BAD GAS	Causes opponent's engine to sour.	Drop this behind you whenever you feel like it. It's especially effective in tight areas where it's almost impossible for other cars to avoid. This is a great deterrent for tailgaters.
OIL SLICK	Opponent's tires lose grip.	Again, this can be dropped at any time (the most desirable position being in a narrow area where cars behind you can't miss it).

SEEKING WEAPONS

These weapons will seek out the car, or cars, ahead of whomever sets them off. They're dastardly in that they affect your ability to drive your car to the best of its abilities. Fire any of these weapons off whenever you get them—just be sure the guy in front of you isn't using a Shield. It's possible to avoid all three of these by slowing down to a near-crawl, or by taking one of the many shortcuts on each track. However, if the weapon is released along the same shortcut, you're pretty much screwed.

Name	Effect	Dealing With It
TWISTER	Travels down the track, lifting and spinning any cars out of control.	Unless you've got a Shield activated, you have to accept that you're going to get spun at least once.
FREEZE	Locks up steering of target car.	This isn't too bad on straightaways since it doesn't really slow you down. If you're on a turn, however, heavy braking is your only savior.
STORM	Jittery, unresponsive steering on target car.	Memorizing the track saves you from Storm. Even if you become the target, it's not too hard to guess where you have to turn in order to get your car around any turns you'll meet.

RUBBIN'S RACIN'

■ The cardinal rule of NASCAR has always been that rubbin's racin'. When you've got cars adorned with full quarter panels, it's almost impossible not to want to scrape the paint off your opponent's body with a quick nudge here and there. The same holds true for NASCAR Rumble. If you're driving down a straightaway, doorhandle-to-doorhandle with a guy who's just asking for a wreck, watch for upcoming outcroppings or dropoffs on the side of the road. Then, when the time is right, nudge him off the track and into second place.

■ The rubbin's racin' rule also holds true when you're tailing an adversary. Normally, you'll be able to draft up behind him to the point where your nose is grinding against his rear bumper. If you follow him along like this until you reach a particularly fast turn, he'll likely get a tad unbalanced. Now's your chance to give him the "chrome horn." Cut the wheel in the opposite direction and send him spinning. Or, if you're in a much faster car than your opponent, simply ram him. It has a similar effect.

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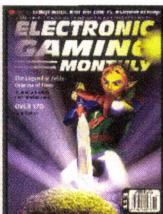
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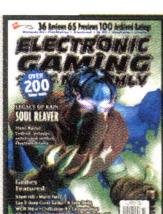
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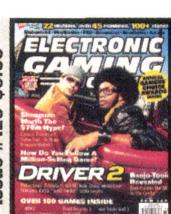
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ELECTRONIC GAMING MONTHLY

Game Over

APRIL

THE FINAL ENCOUNTER



A mysterious entrance.



Mei-Oh appears before you...



...and readies himself for the final battle.
Projectile weapons are the key to killing him.

FIGHTING MEI-OH

- **Difficulty:** Easy
- **Best weapon:** Grenades
- **Keeping away:** Before reaching the final boss, you should stock up on projectile weapons such as Grenades. This way you'll be able to avoid Mei-Oh's lightning attack, which strikes you if you get too close. The Grenades will allow you to do

damage from a safe distance. With a reserve of eight to 10 grenades, you won't need to use your sword. Keep moving at all times to avoid getting boxed into a corner. If you must use your sword, jump in and slice once, then try to get away. As long as you're prepared, this fight should not pose much of a problem.



Use projectile attacks to avoid getting electrified by Mei-Oh's magic.

RIKIMARU

• **The grand finale:** Following the confrontation with Mei-Oh, Ayame brings Princess Kiku to Rikimaru. Abruptly, the fortress begins to crumble. When the way out becomes blocked, Rikimaru sacrifices himself to help the other two survive. He meets death with the honor befitting of a warrior.



Princess! Kiku You're safe!

AYAME

• **Saving the Princess:** After Ayame has dealt with Mei-Oh, Rikimaru will show up with Princess Kiku in tow. Almost instantly thereafter, the fortress begins to fall apart. Rikimaru saves the Princess and Ayame at the expense of his own life. **Note:** The B&W endings are the same for both characters.



Princess! I'm so glad you're safe.

THE END



Rikimaru meets an honorable end.



Gohda and his daughter Kiku unite.



A time of remembrance.

GUESS THE GAME ENDING AND WIN!

That screen shot to the right comes from the ending to one of our favorite games of yesteryear. Are you old-school enough to know what game it is? If so, guess the game at the right and you could win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than April 20, 2000! Send entries to Game Over #70 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: One shot with the Rocket Launcher...one chance to put an end to Hitler yet again...

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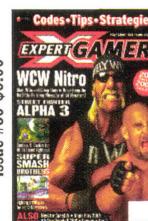
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2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about April 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

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4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338.

Requests for winners lists must be received by the 15th day of next month following the on-sale date.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of Expert Gamer. Sponsors assume no responsibility for lost, mutilated, late illegible, incomplete, postage-due or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$29.99 US. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

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4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec.

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Game Over:

1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #70" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by April 20, 2000. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff-Davis whose decisions are final. Drawing to be held on or about April 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. Winner further acknowledges that ZD Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes: Issue #70 Winners List" P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by May 15, 2000. Allow four weeks for delivery of winners list.

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Baldur's Gate	04/00	\$46.99	Galerians	03/00	\$44.99	Renegade Racers	01/00	\$39.99
Ballistic	03/00	\$39.99	Gauntlet Legends	02/00	\$42.99	Resident Evil 3:Nemesis	11/99	\$46.99
Bass Landing w/Contrl	10/99	\$56.99	Gekido	03/00	\$48.99	Revelations Persona 2	02/00	\$52.99
Battletaxan 2	03/00	\$39.95	Gran Turismo 2	12/99	\$39.99	Road Rash Jailbreak	01/00	\$39.99
Black Bass/Blue Marlin	12/99	\$39.95	Grand Theft Auto 2	10/99	\$39.99	Romance 3 Kingdoms 6	02/00	\$49.99
Blades of Steel 2000	02/00	\$39.99	Grandia	10/99	\$39.99	Rugby 2000	03/00	\$39.99
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Chocobo Magic Dung 2	01/00	\$39.99	JoJo's Venture	01/00	\$42.99	Sim Theme Park	02/00	\$39.99
Civilization Call Power	02/00	\$42.99	Jurassic Park:Warpath	11/99	\$33.95	Special Forces	03/00	\$44.99
Clock Tower 2	11/99	\$36.99	K1 Grand Prix	02/00	\$42.99	Spyro the Dragon 2	11/99	\$39.99
Colony Wars 3 Red Sun	03/00	\$39.95	Knockout Kings 2000	11/99	\$39.99	Street Sk8er 2	03/00	\$39.99
Cool Boarders 4	10/99	\$39.95	LEGO Racers	12/99	\$44.99	Suikoden 2	09/99	\$39.99
Countdown Vampires	03/00	\$39.95	Last Defense Armada	02/00	\$46.99	Tecmo Deception 3	02/00	\$42.99
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Detonator Gauntlet	03/00	\$46.99	Macross VFX	02/00	\$42.99	Tiger Woods 2000	12/99	\$39.99
Digimon World	04/00	\$39.99	Madden Football 2000	08/99	\$39.99	Tomb Raider Lst Revlt	12/99	\$34.95
Dino Crisis	09/99	\$49.99	March Madness 2000	12/99	\$34.99	Tombal 2	01/00	\$39.99
Disney World Racing	03/00	\$39.95	Marvel Vs. Capcom	02/00	\$36.99	Tomorrow Never Dies	12/99	\$39.99
Dragon Warrior	01/00	\$46.99	Messiah	03/00	\$39.99	Vigilante 2 Offense	12/99	\$34.95
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FIFA Soccer 2001	07/00	\$42.99	Need Speed 5	03/00	\$42.99	Wild Water Champion	02/00	\$44.99
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Asteroids Hyper 64	12/99	\$49.99	Mario Party 2	01/00	\$52.99	Contra:Legacy of War	09/99	\$16.99
Banjo Toole	06/00	\$59.99	N64 Controller Asstd Clrs	10/96	\$26.99	Lemmings 3D	09/99	\$22.99
Bass Masters 2000	12/99	\$54.99	N64 Expansion Pak	12/98	\$28.99	Nanotek Warrior	09/99	\$14.99
Battle Tanx 2	10/99	\$54.99	N64 System Asstd Clrs	ea.03/00	\$109.99	Power Move Pro Wrestl	09/99	\$14.99
Battlezone	03/00	\$58.99	NAMCO Museum 64	11/99	\$32.99	Spot Goes to Hollywood	09/99	\$19.99
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Descent 3 Mercenary	11/99	\$27.99	MS Flight Sim 2000 PE	10/99	\$59.95	3Dfx Voodoo4 4500	03/00	\$179.99
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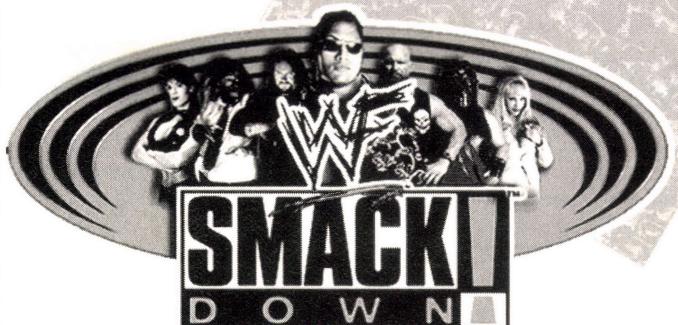
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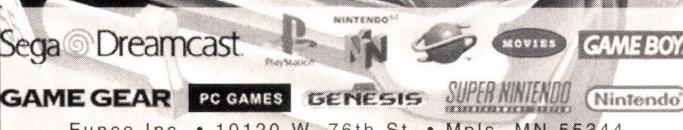
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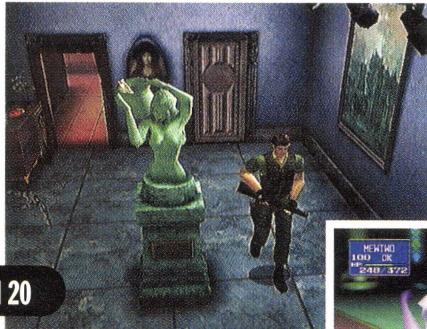
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Don't walk, run, to pick up the hottest Dreamcast game this year—**Resident Evil Code: Veronica**. We'll have the best maps and strategies to keep you alive in Capcom's first DC "thrillah." Once you're through with that, lace up your skates for **NHL 2K**. We'll have you skat-

ing circles around the competition. The fun continues with **Pokémon Stadium**, as XG gives you the goods on the big N's latest monster-fest. We'll also have game-busting strategies for **Alundra 2**, **Front Mission 3**, **The Misadventures of Tron Bonne**, and more.

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Feature Story

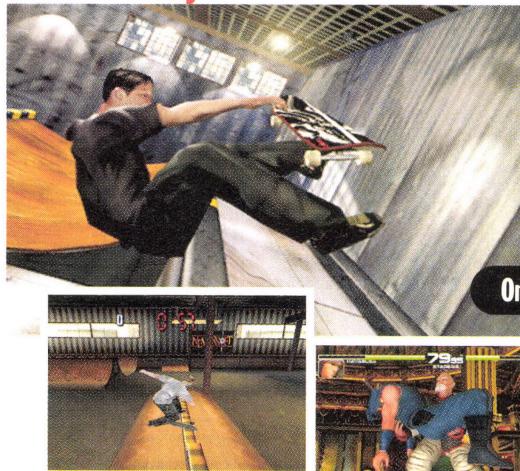


Don't have survival-horror fever yet? You will next month after looking at our *Resident Evil Code: Veronica* guide. Don't miss what could be the Dreamcast game of the year.



What would life be without **Pokémon**? We'll dive into the latest **Pokémon** adventure—**Pokémon Stadium** for the **Nintendo 64**.

Feature Story



Tony Hawk flies even higher on the Dreamcast. Can it top the success of the original?

On sale April 6

Tecmo's *Dead or Alive 2* looks nice, but how does it play? The Review Crew takes its shots next month.

Official U.S. PlayStation Magazine™

May 2000

PlayStation 2. Yep, by next month's issue we'll have the Japanese system in our eager hands—and we'll be bringing you the biggest, most comprehensive coverage ever of Sony's new supersystem, complete with hands-on previews of all the games that will revolutionize the way you look at your TV. Plus we'll have all the latest PlayStation reviews,

including **Alundra 2**, **Galerians**, and **Gauntlet Legends**—as well as plenty of previews, the hottest tricks, exclusive news, and detailed strategies. And don't forget our demo disc, packed with hot new playable games like **MediEvil 2**, **Speed Punks**, and **March Madness 2000**. Don't be an April Fool! Pick up next month's *OPM*.

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ON THE DEMO DISC:

PLAYABLES:

- **MediEvil 2**
- **Speed Punks**
- **NCAA March Madness 2000**
- **Rugrats Studio Tour**
- **NASCAR Rumble**

NON-PLAYABLES:

- **MLB 2001**
- **Vagrant Story**
- **Sarge's Heroes**
- **Front Mission 3**
- **Road Rash: Jailbreak**



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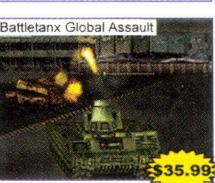
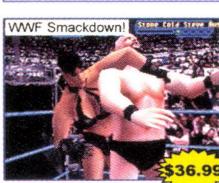
We are bred to be mentally and physically manipulated, our senses directed electronically through alternate mediums. Our televisions, cameras, and computers communicate to us in their own unspoken tongue, making us who we are, producing our emotions, bending our movements, making us see what we should and should not. Welcome to the Sony PS2, it already knows your name.



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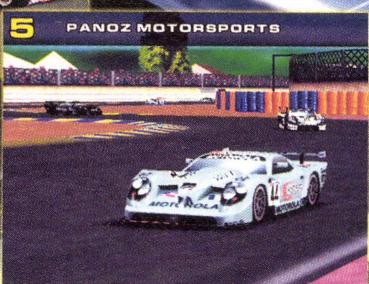
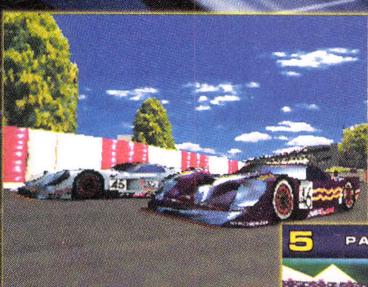
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